































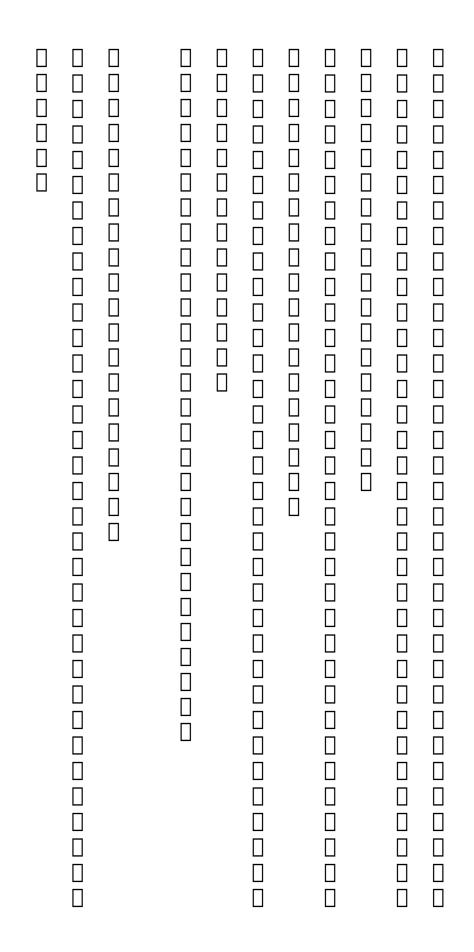


この書き本編几60!

## この世界がゲーレだと 俺世廿世知ってL1盃

I am the only one who knows this world is a game . Presented by Usber Illustrated by Ichizen Published by KADOKAWA CORPORATION





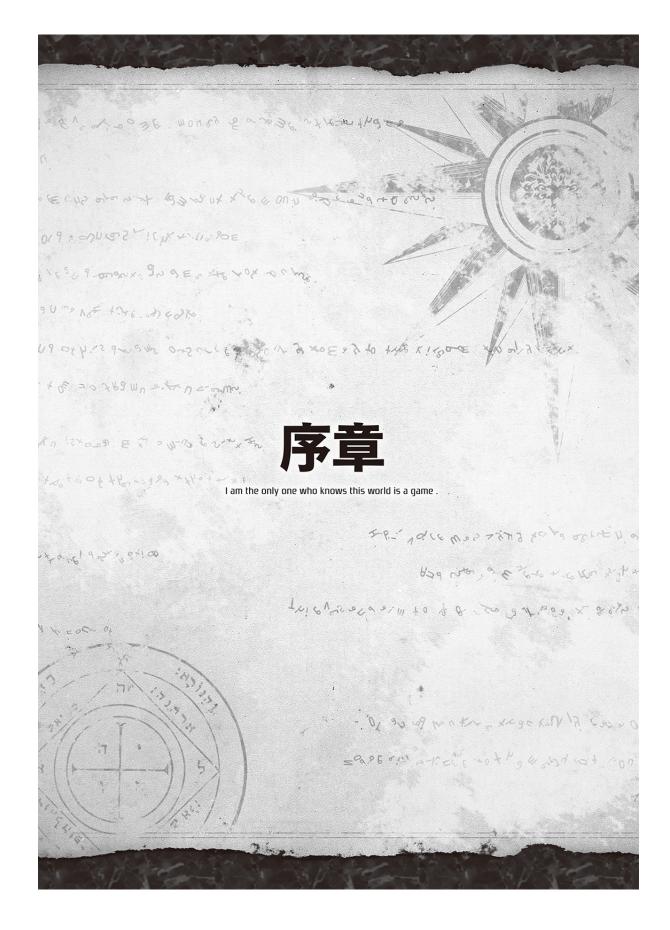
## CONTENTS

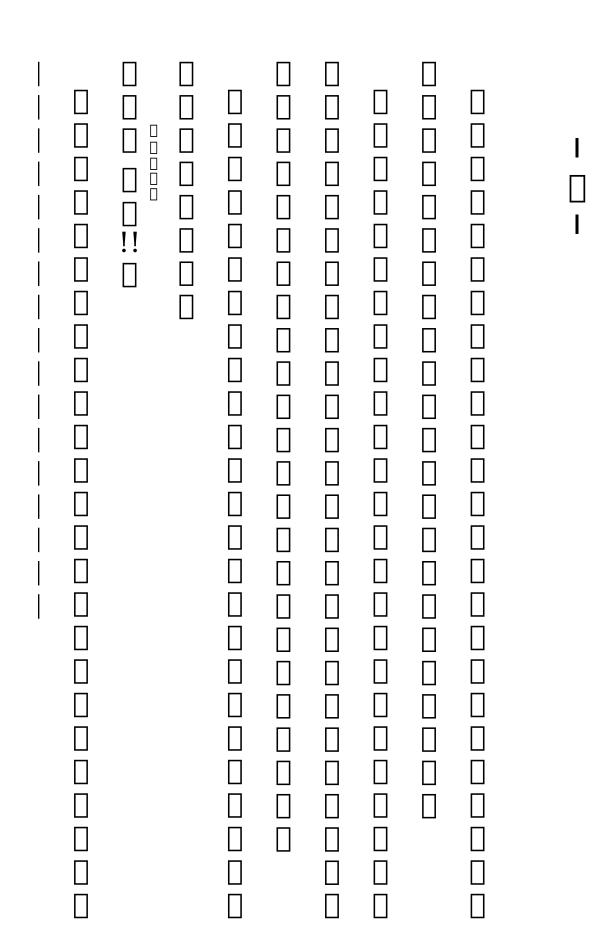
|--|--|--|--|--|--|--|--|--|--|--|

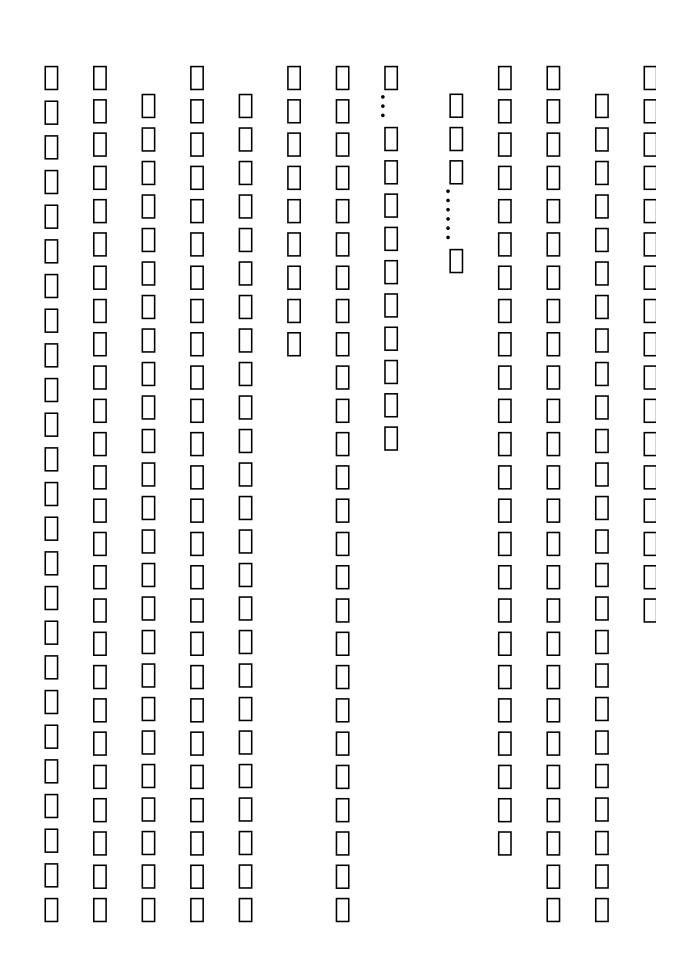


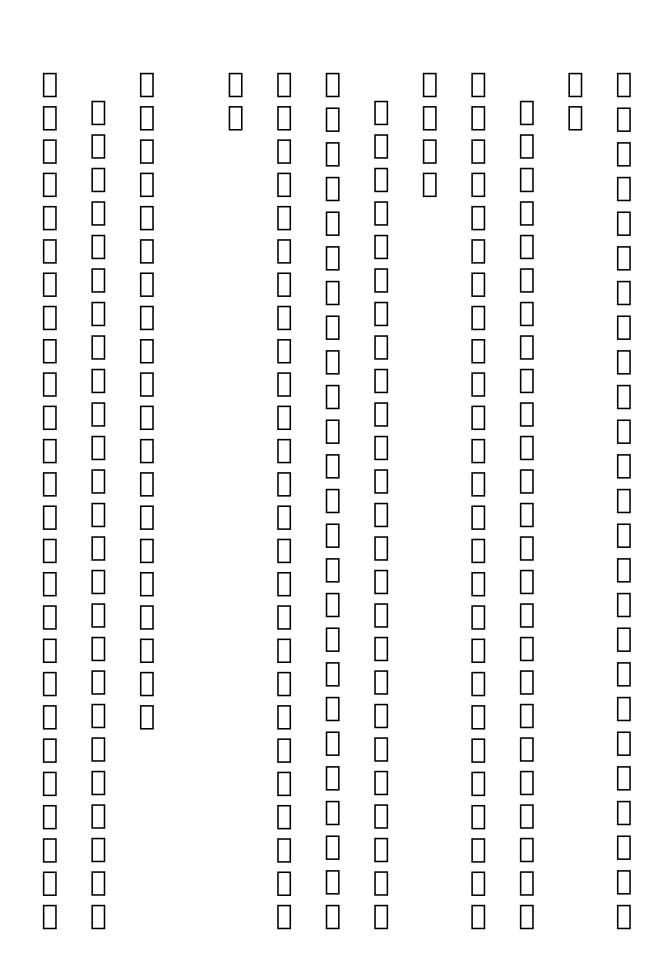


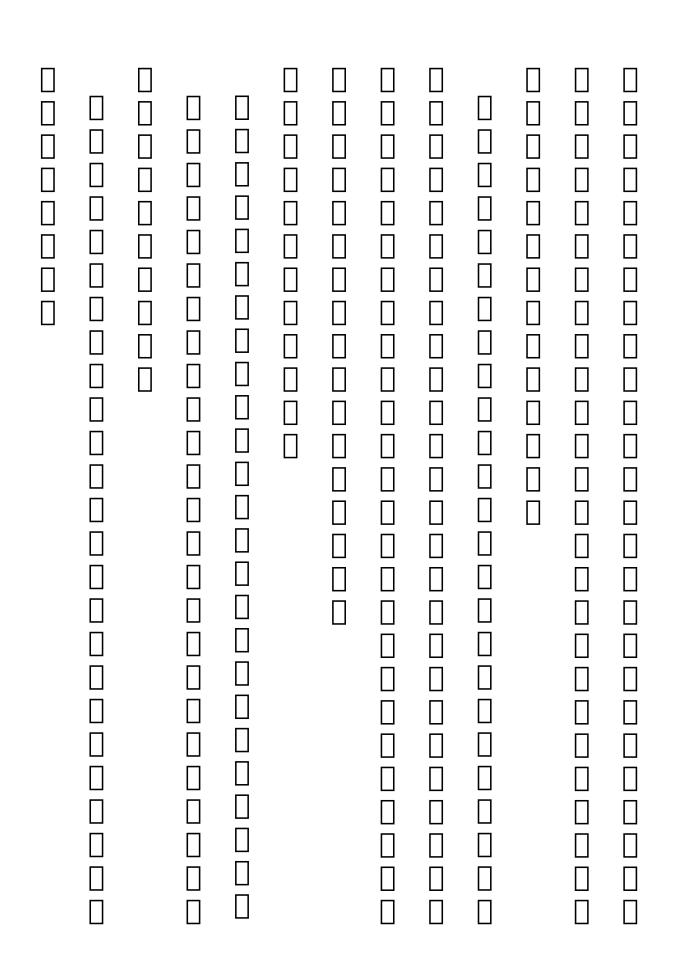


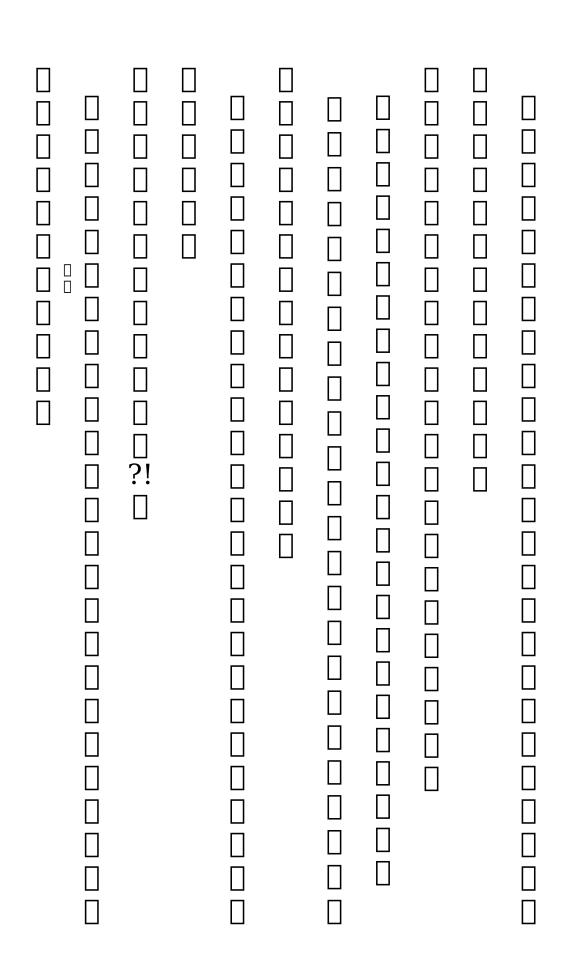


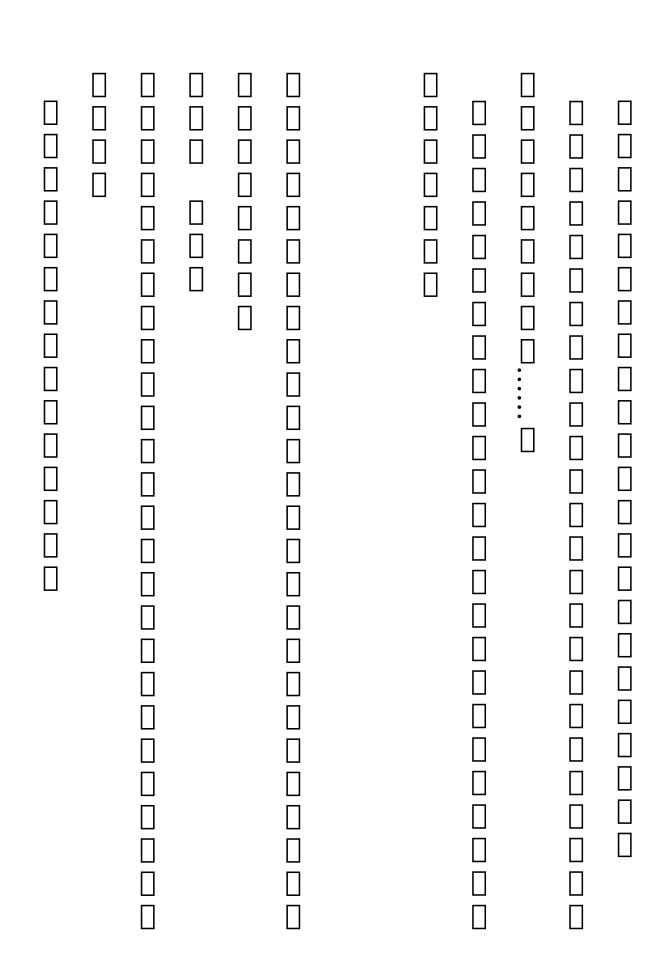


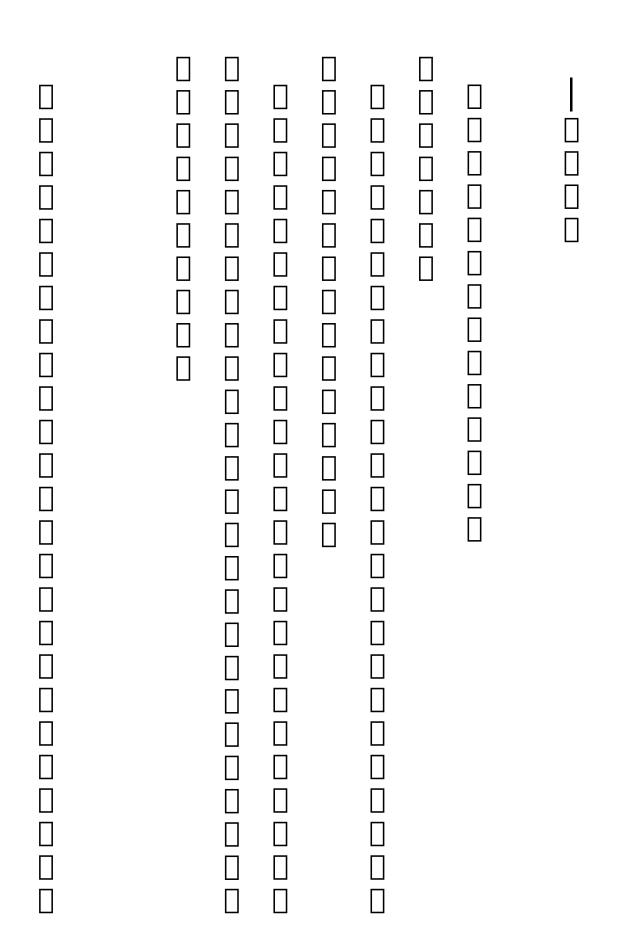


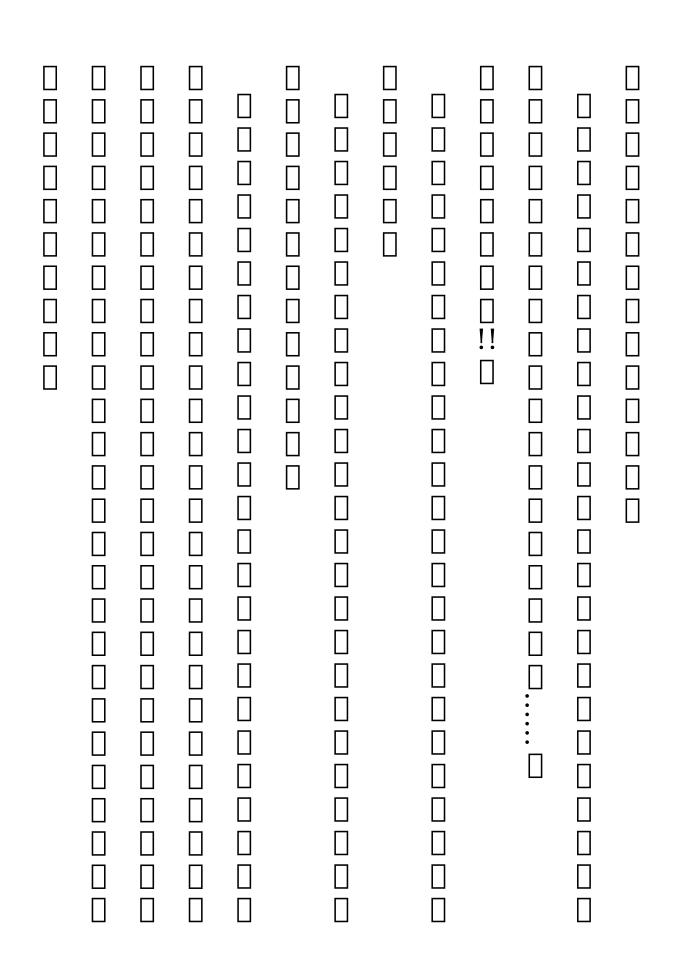


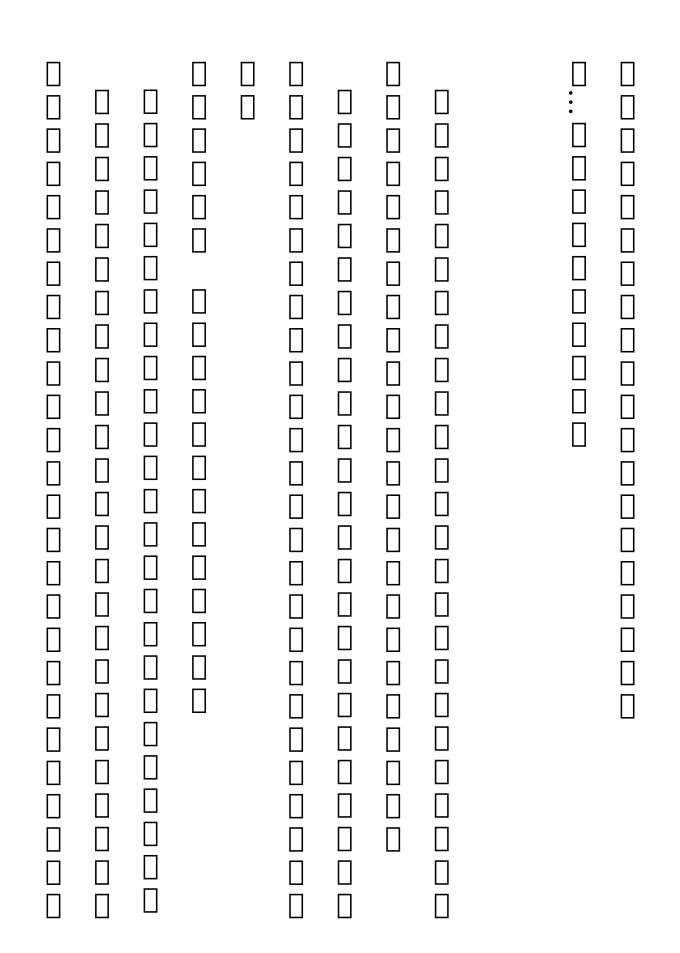


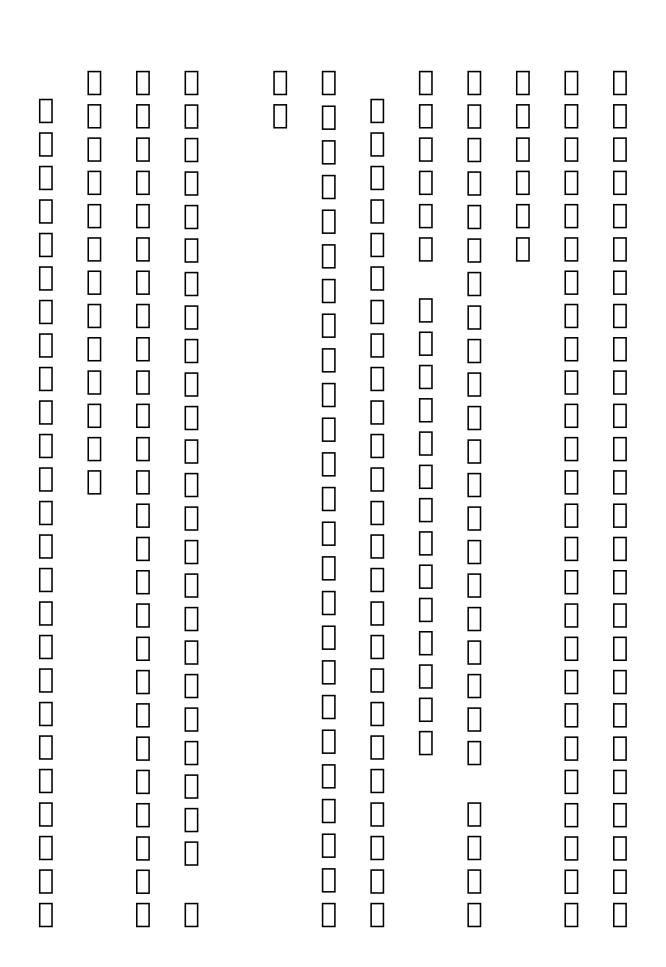


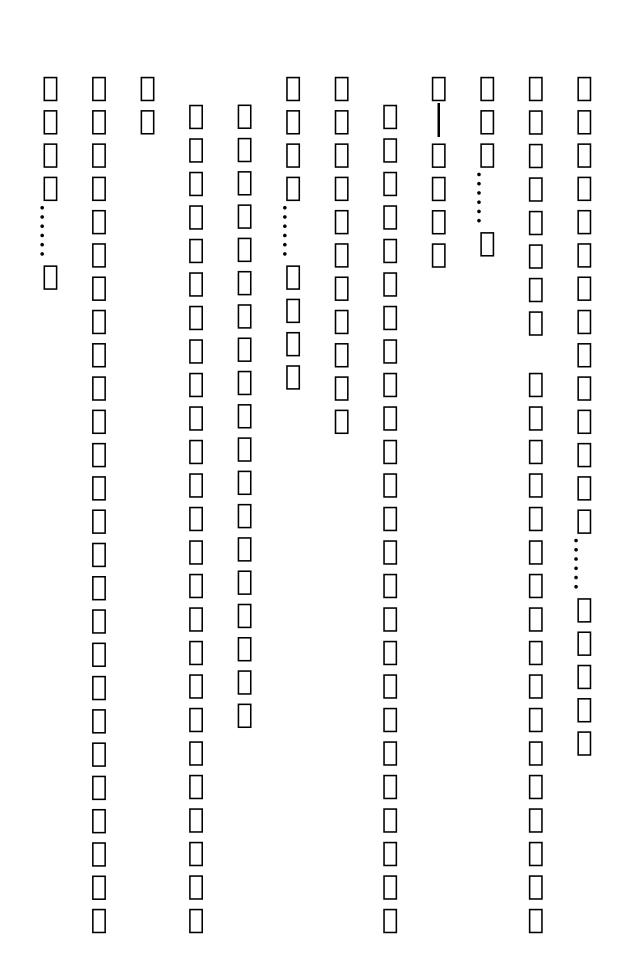


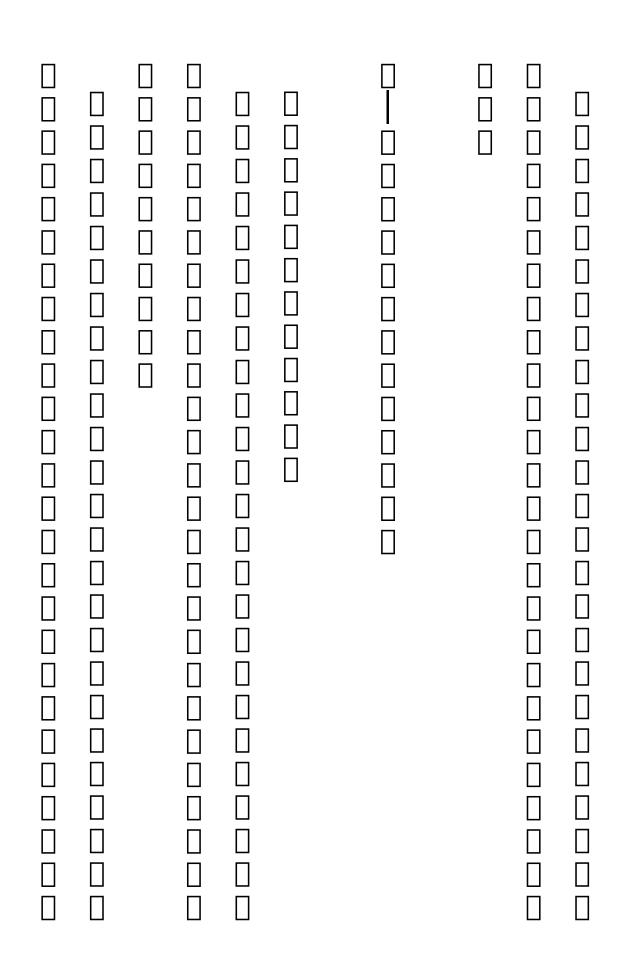


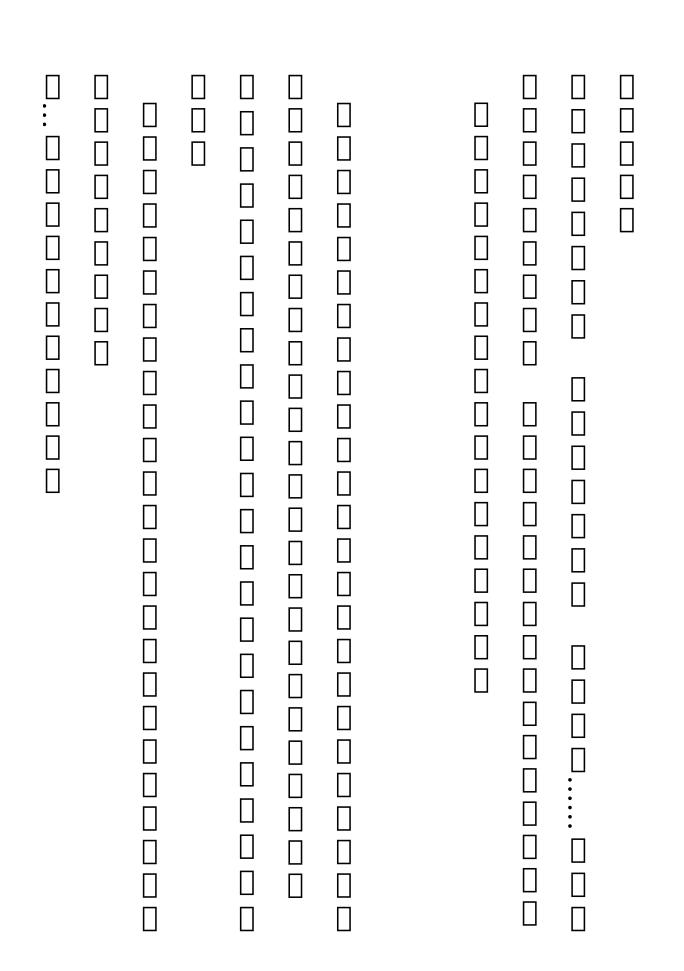


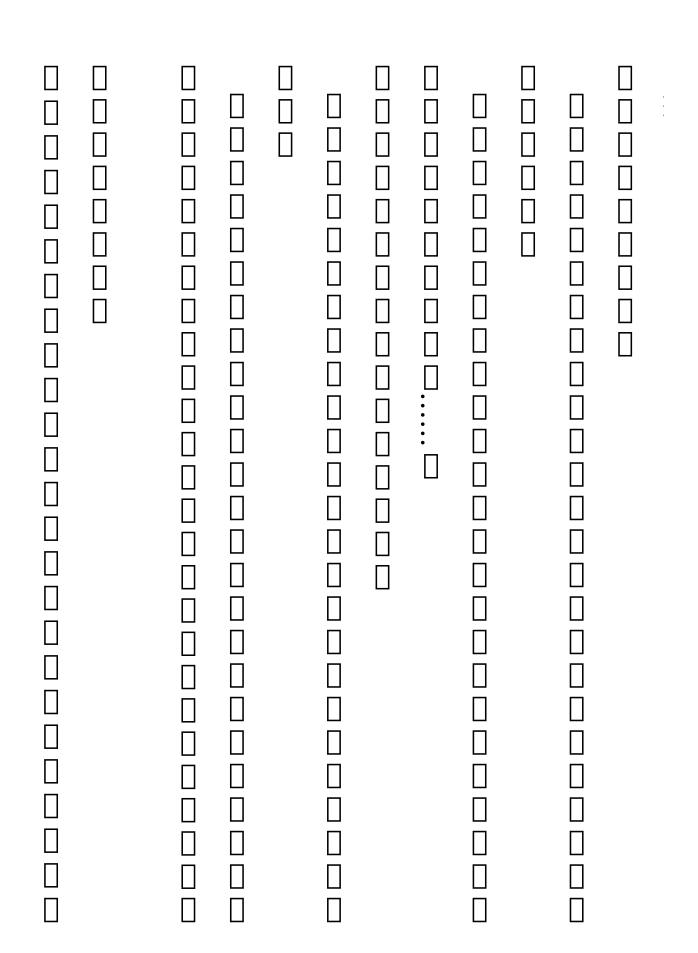


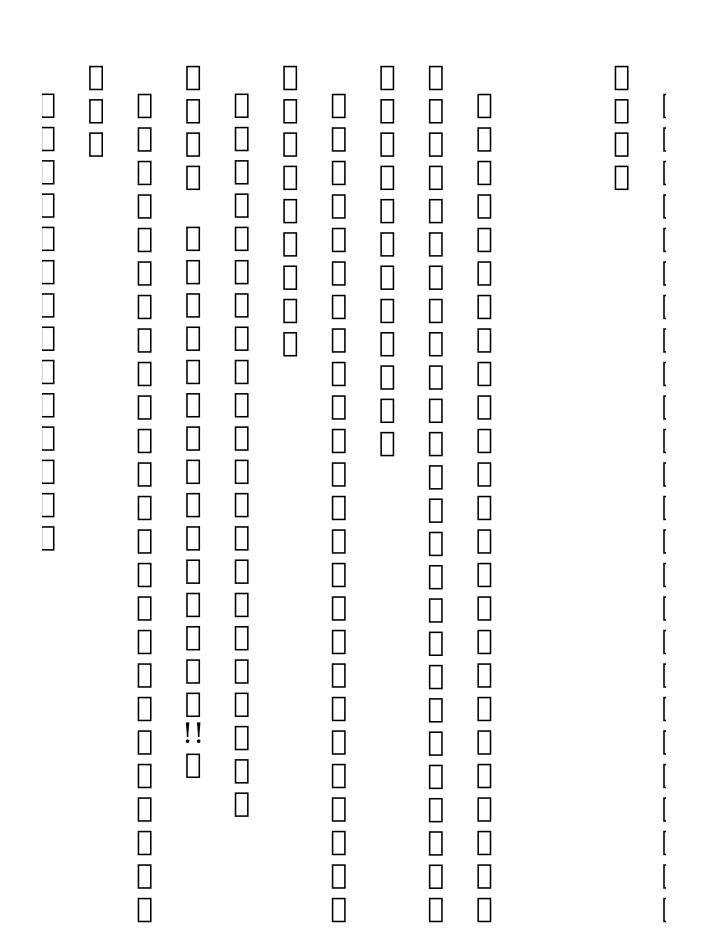


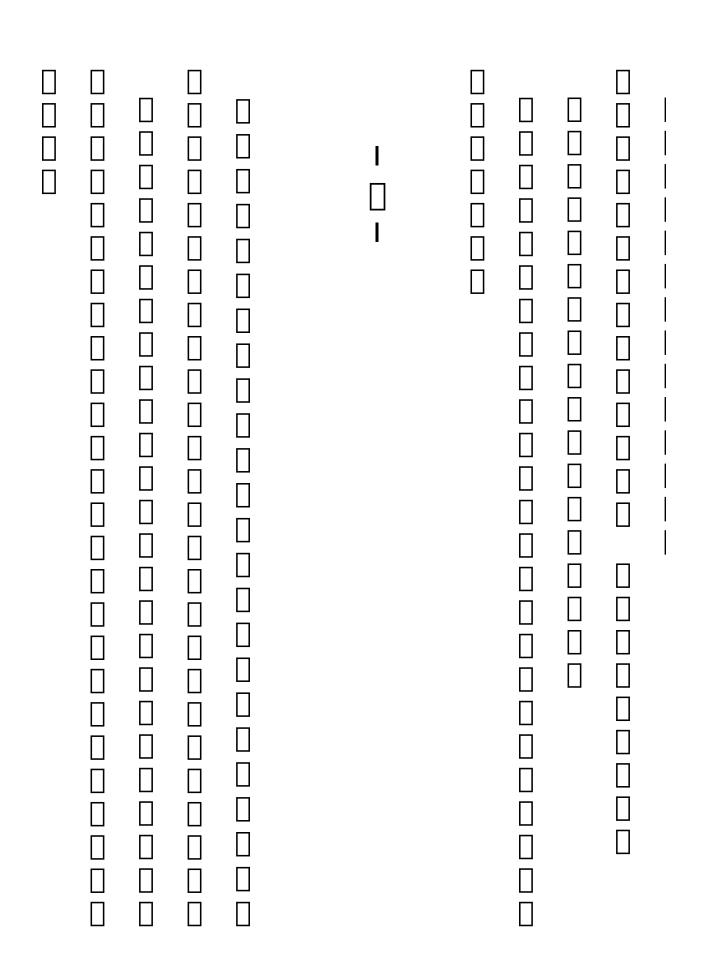


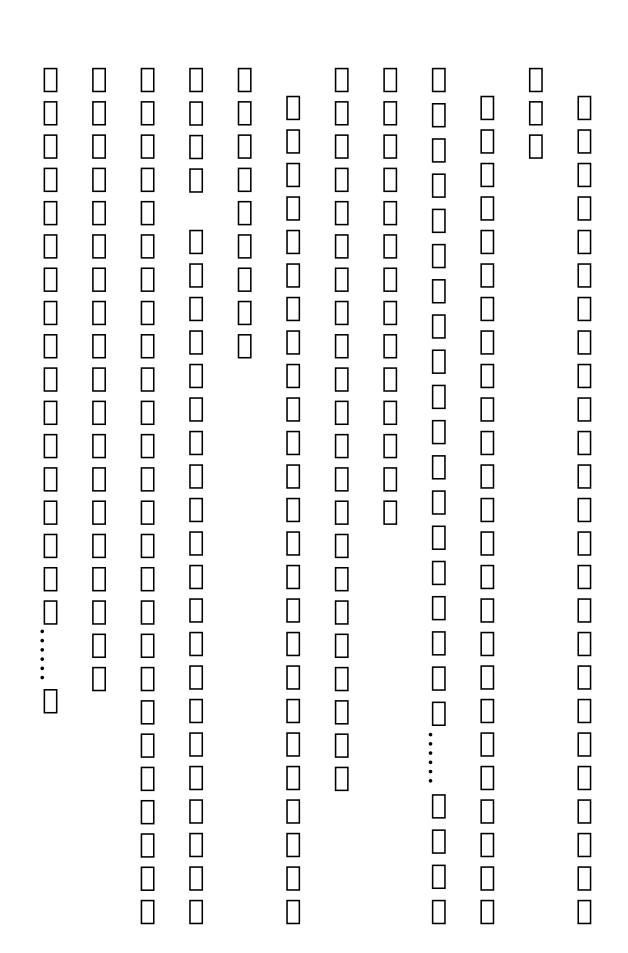


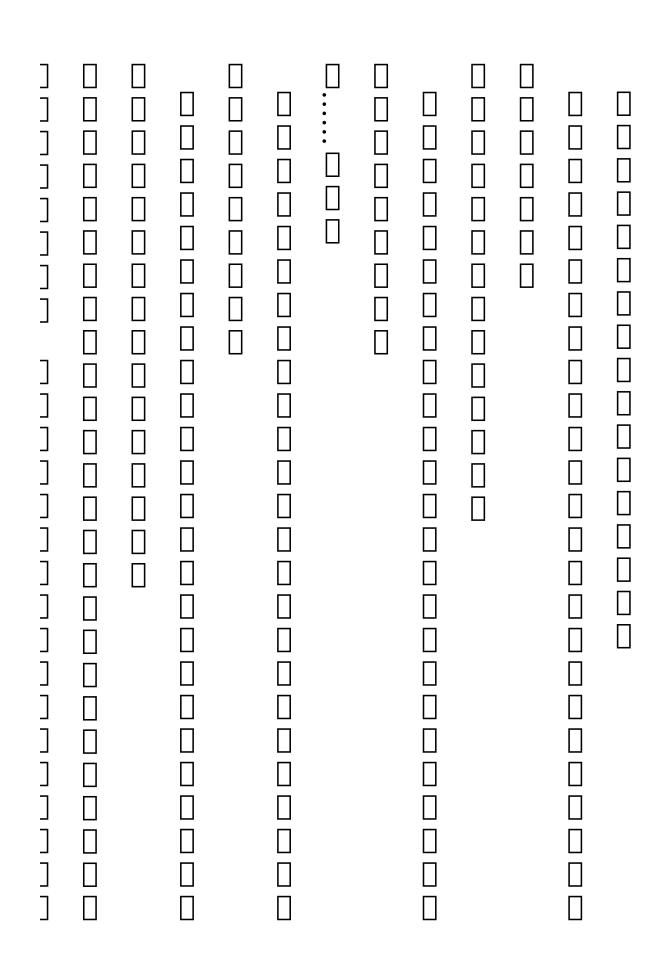


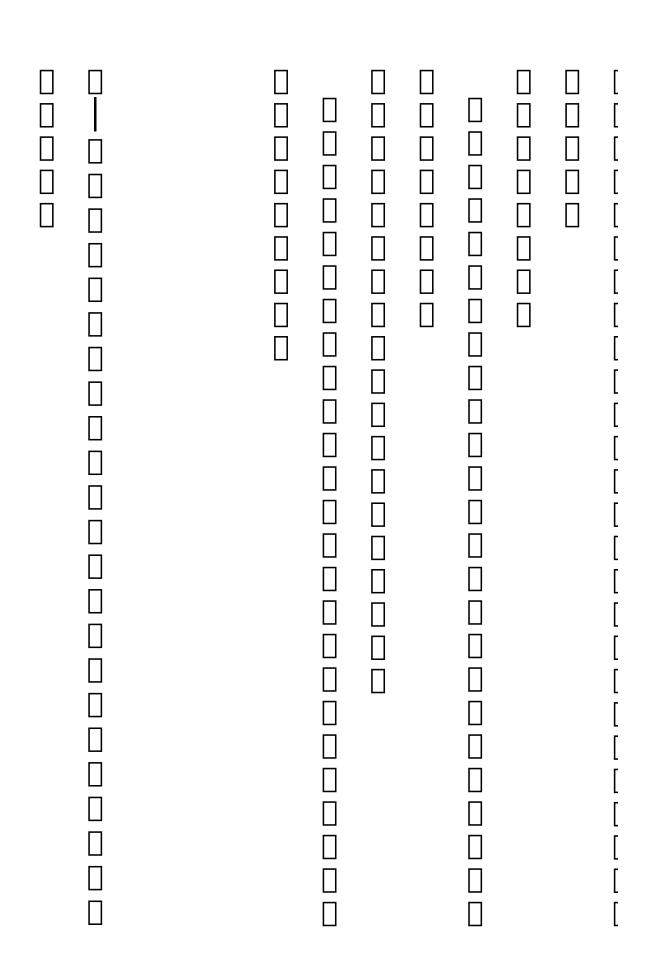


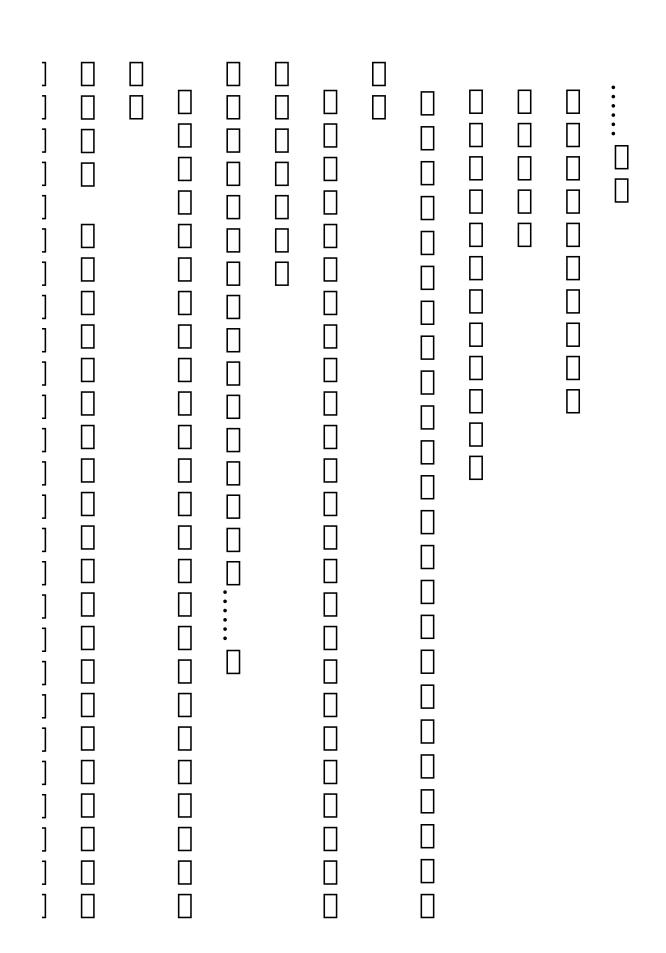






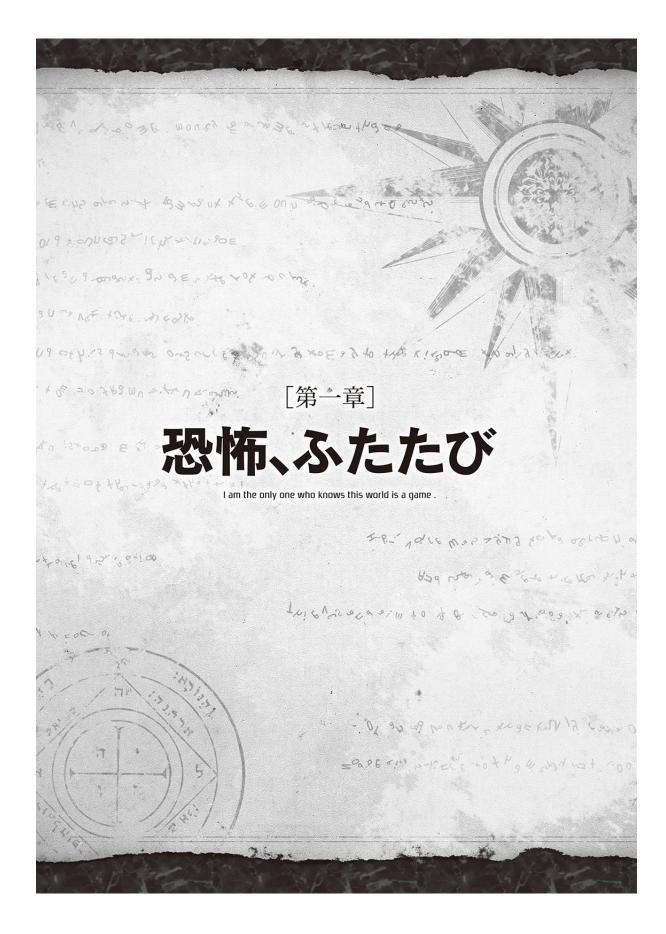


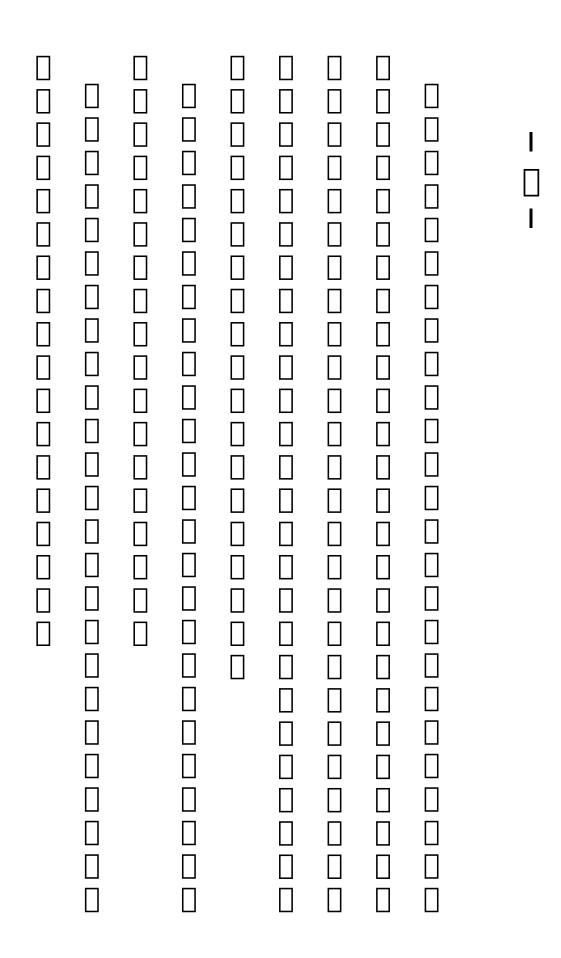


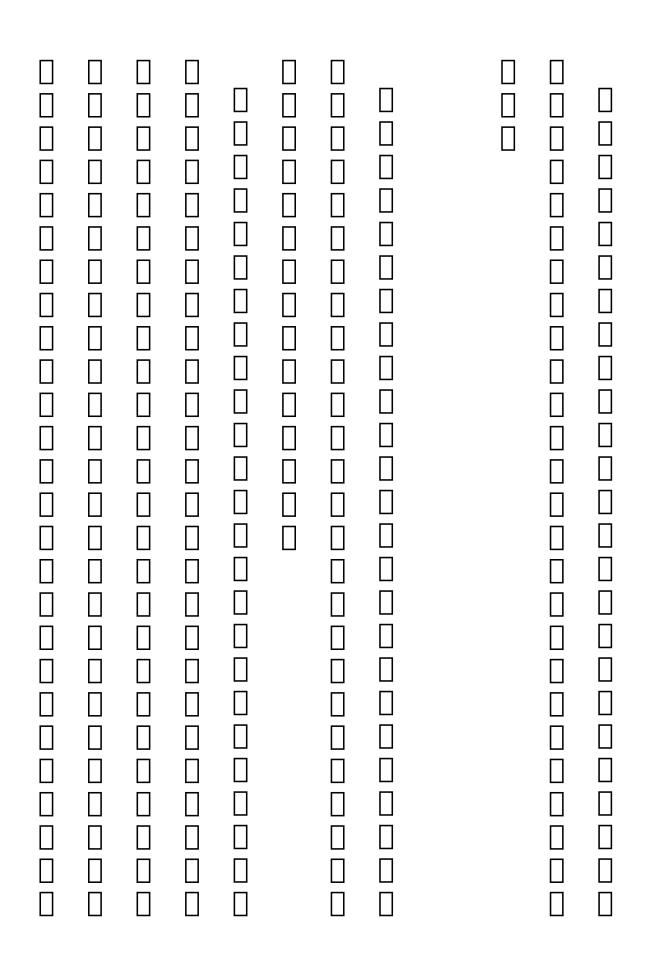


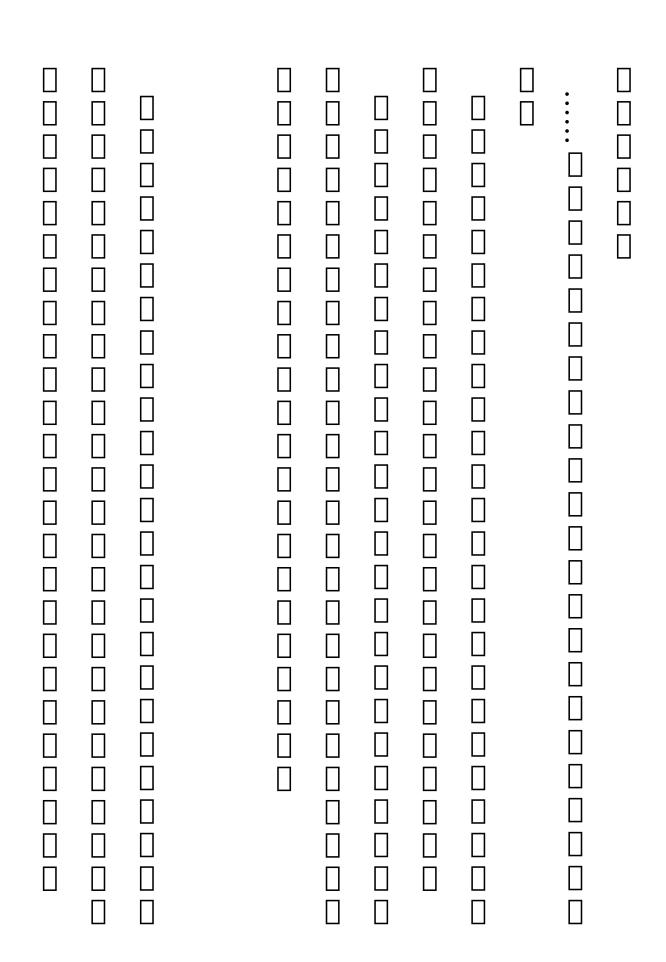
] ! ]					

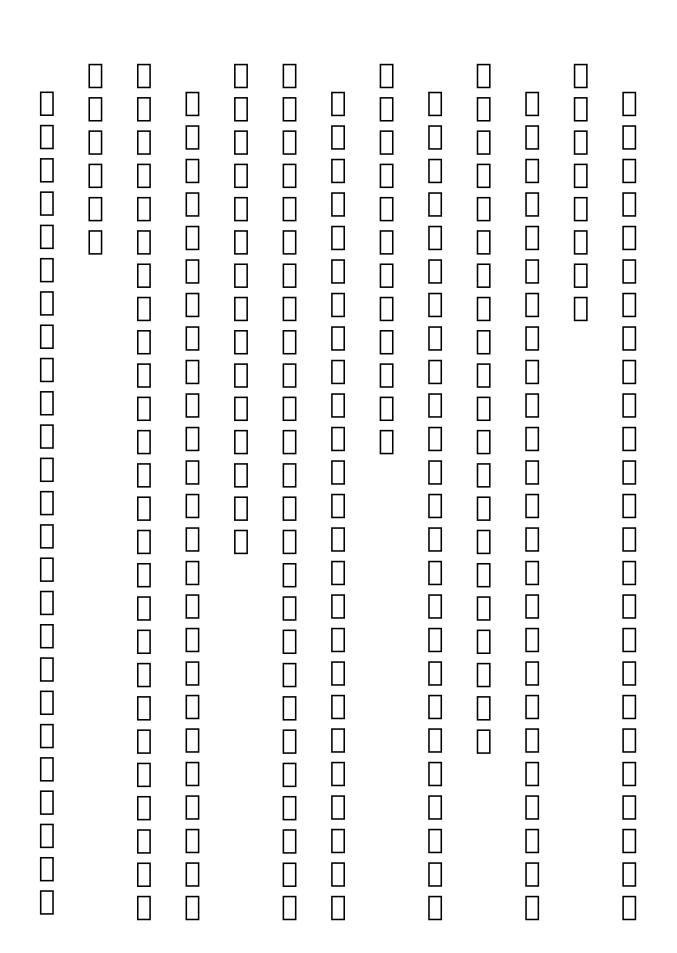
|--|--|--|--|--|--|--|--|--|--|--|

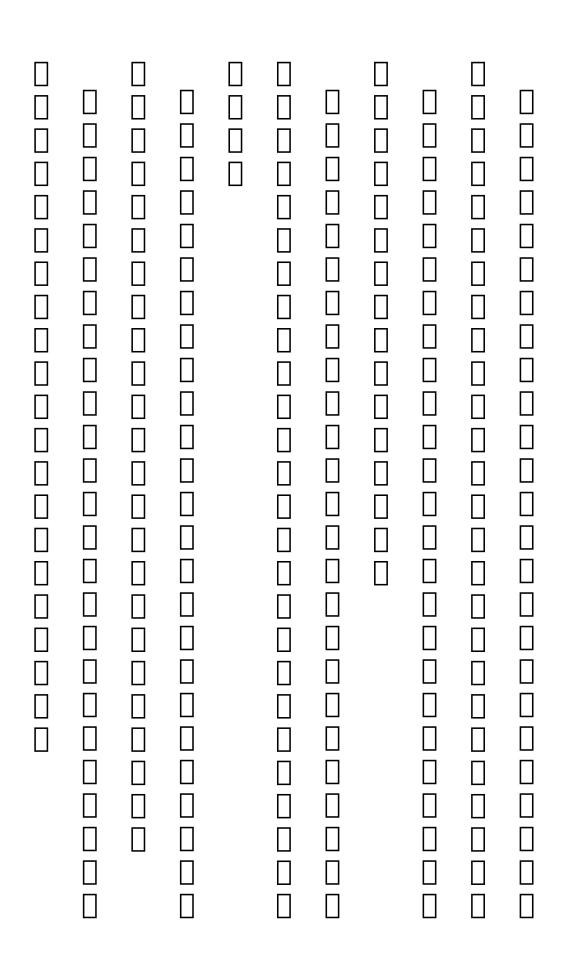


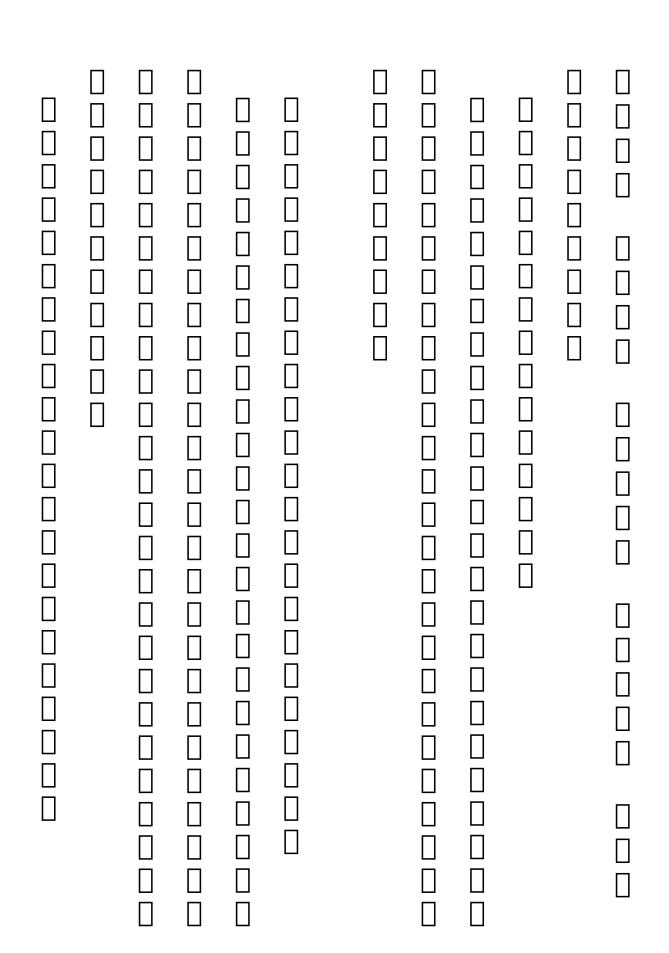


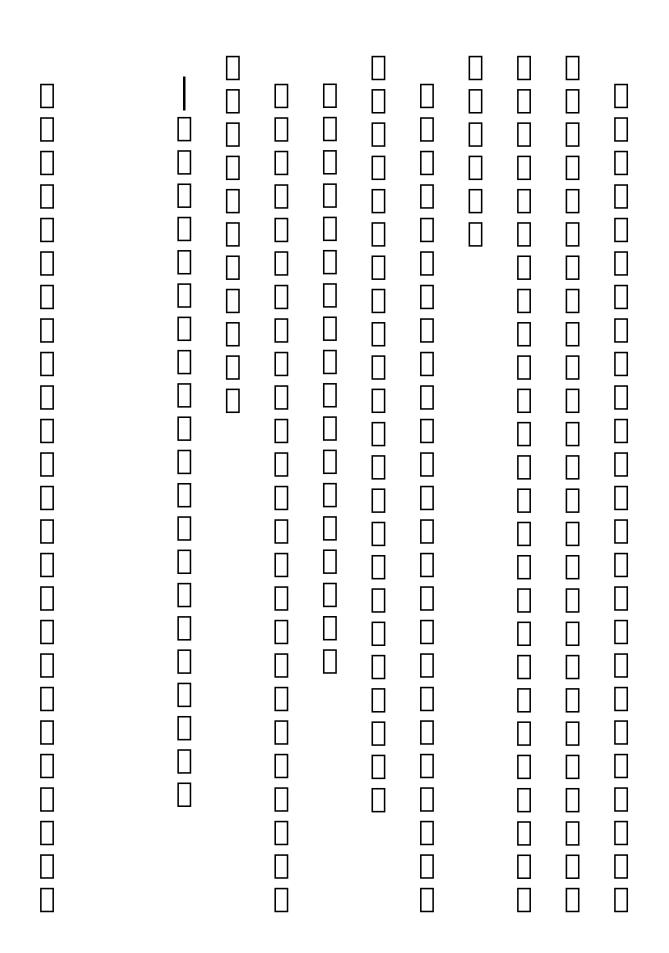


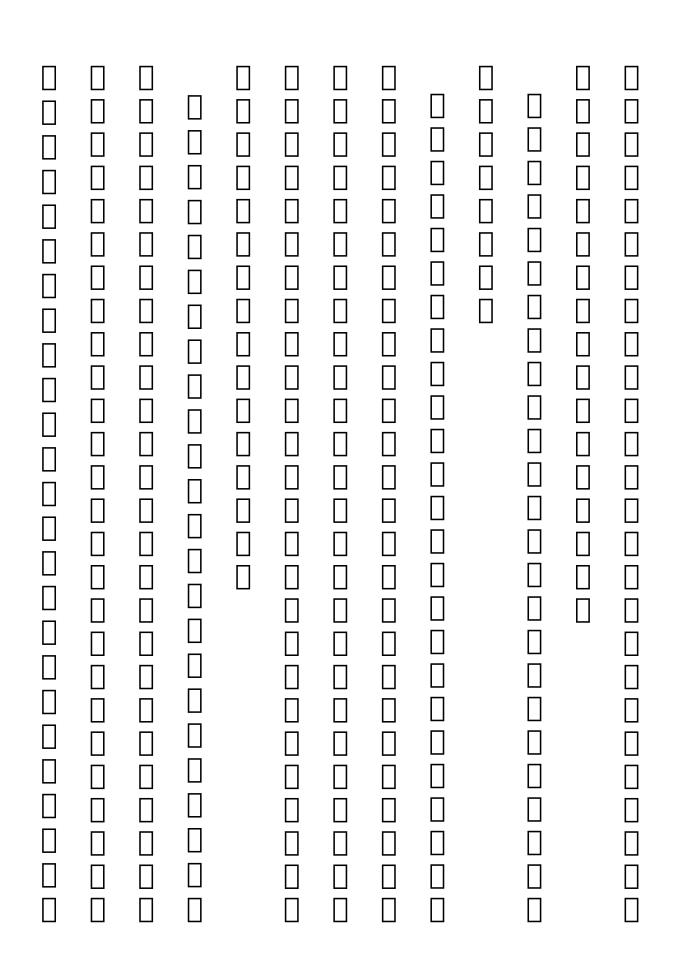


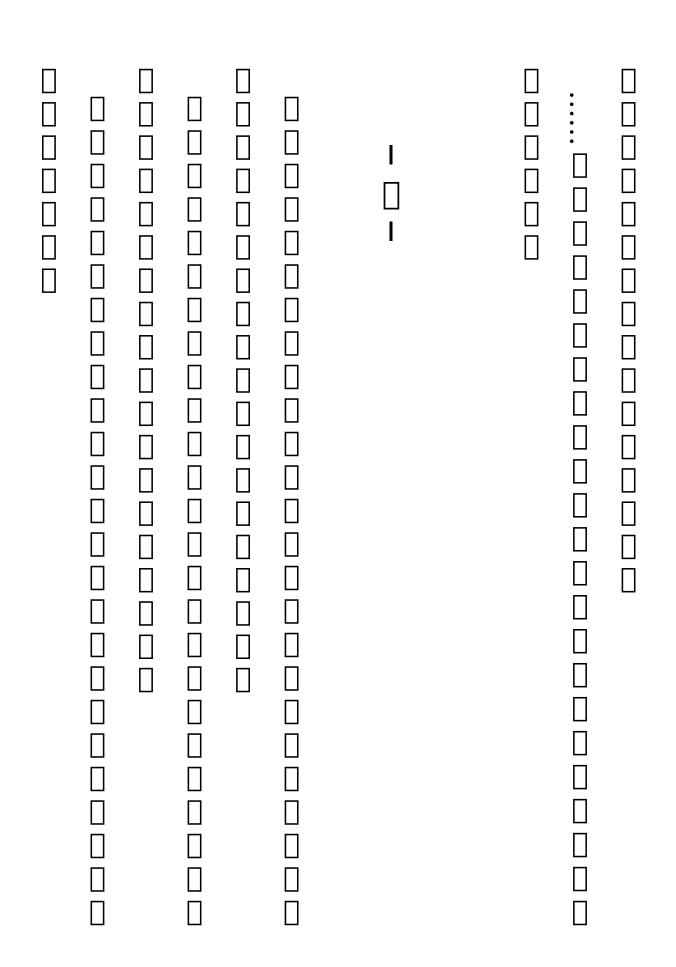


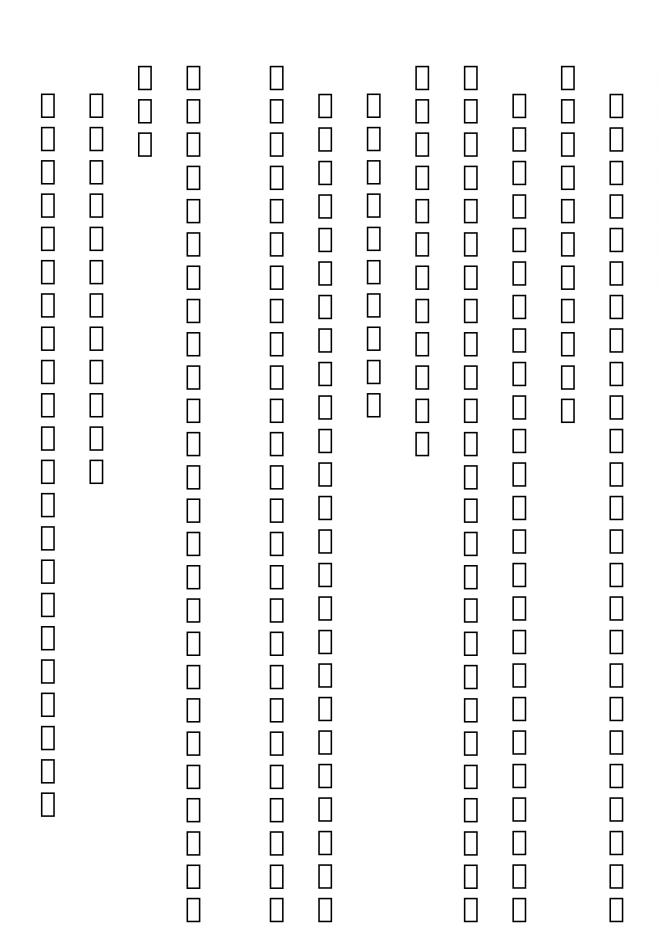


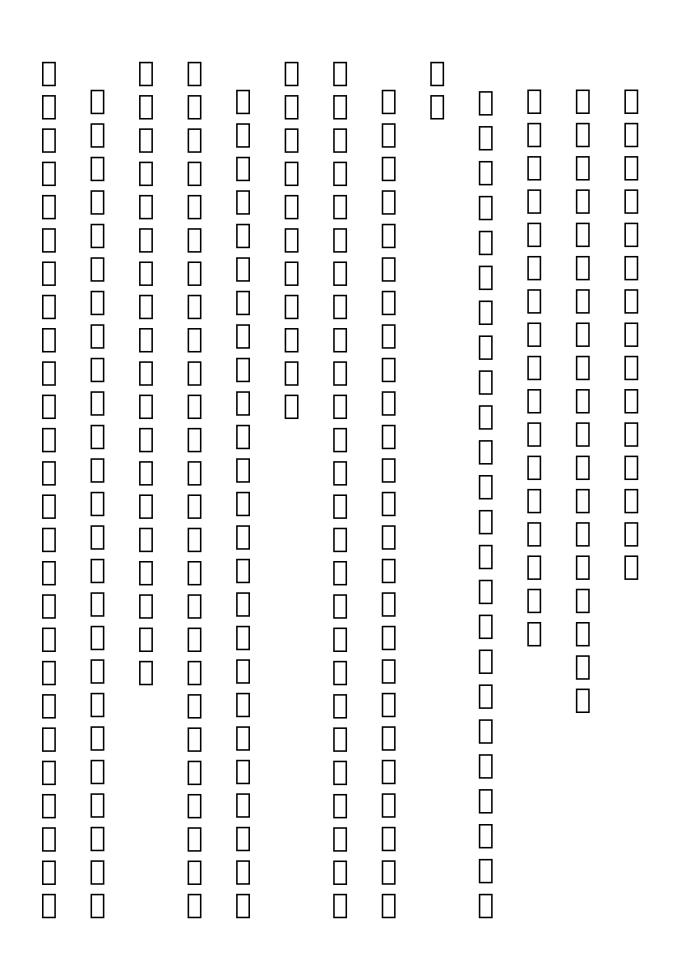


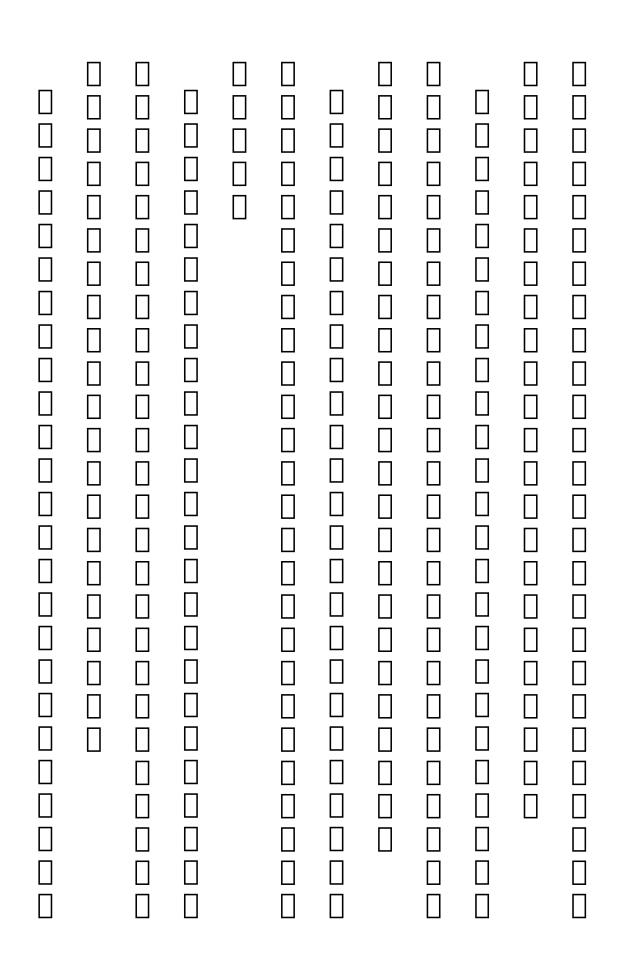


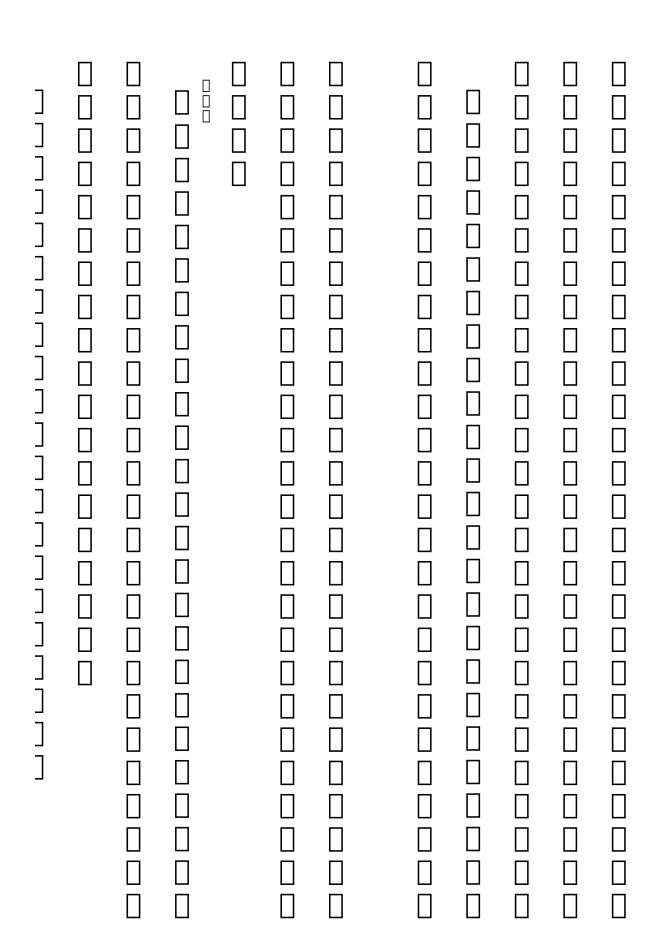


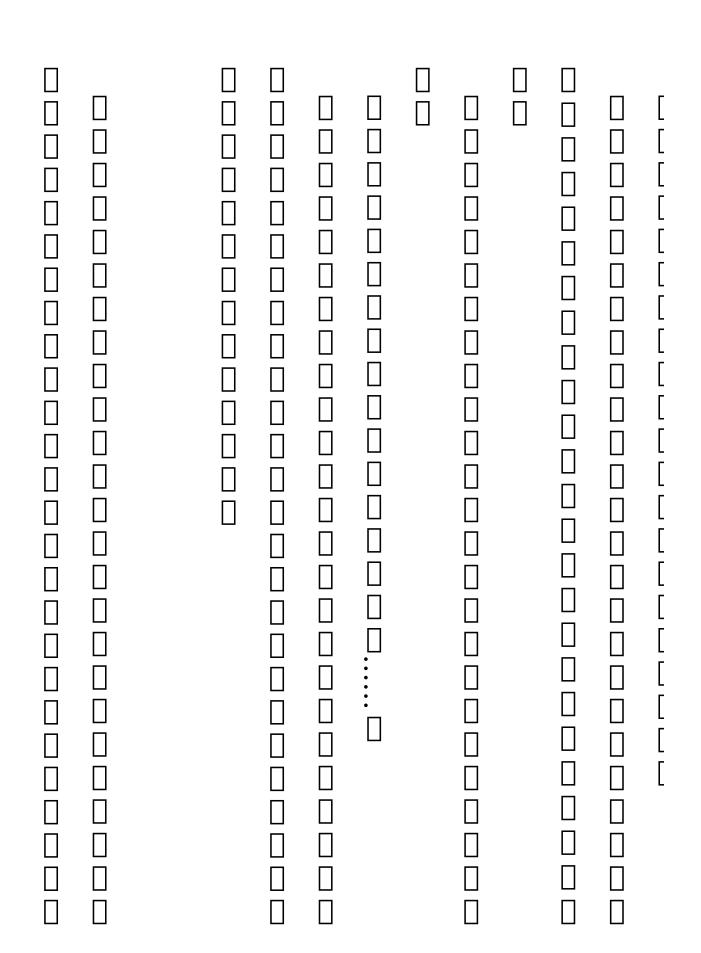


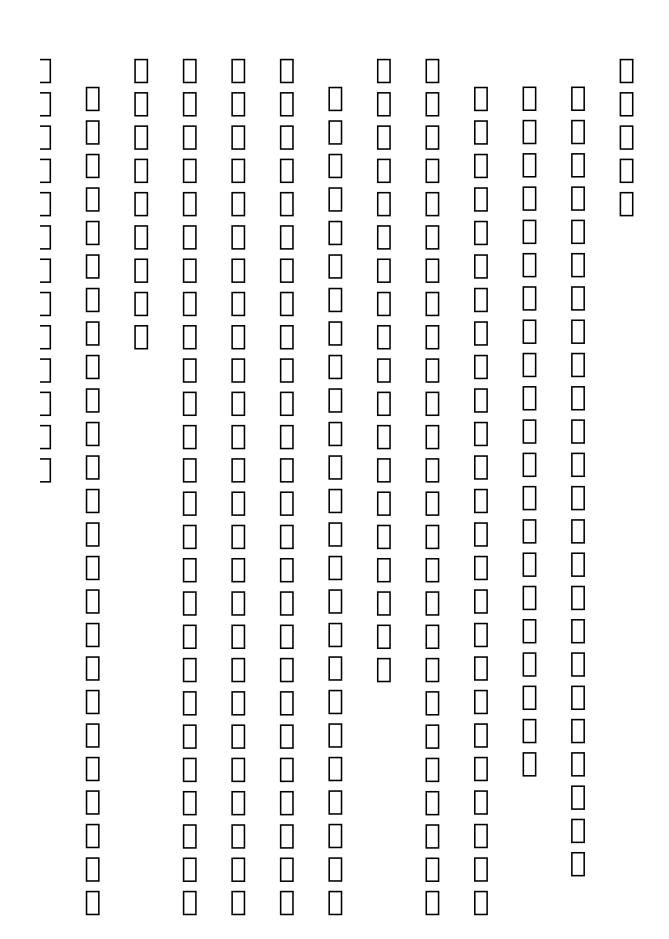


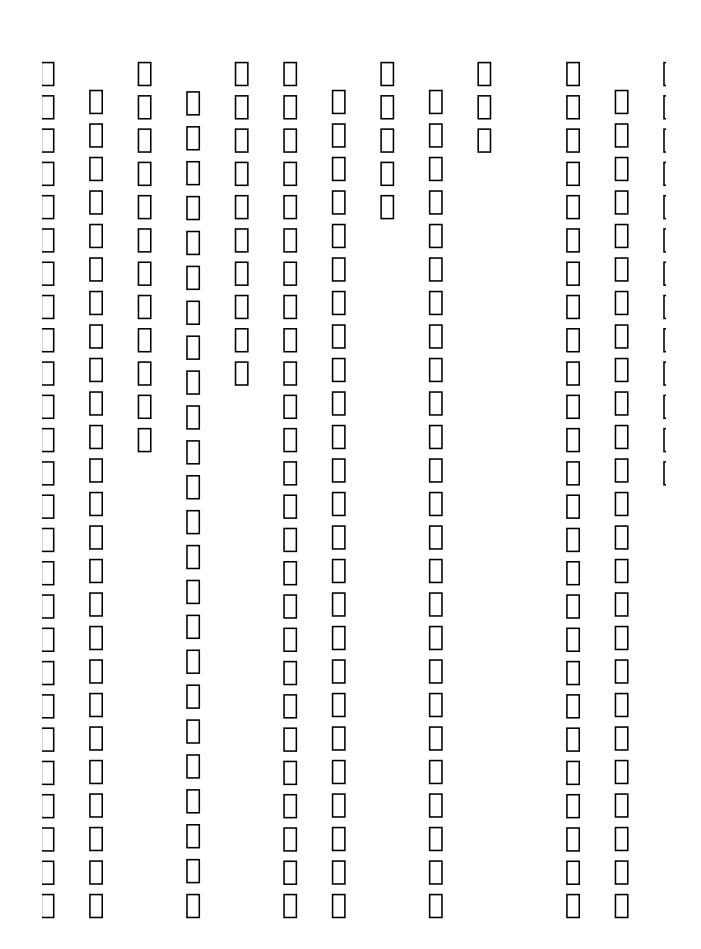


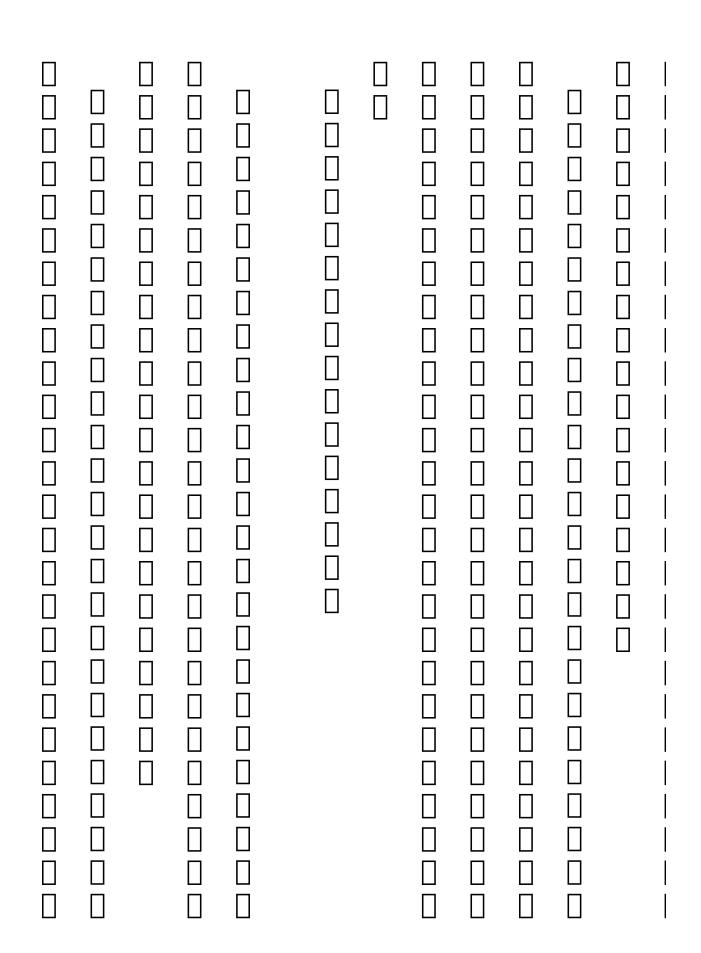


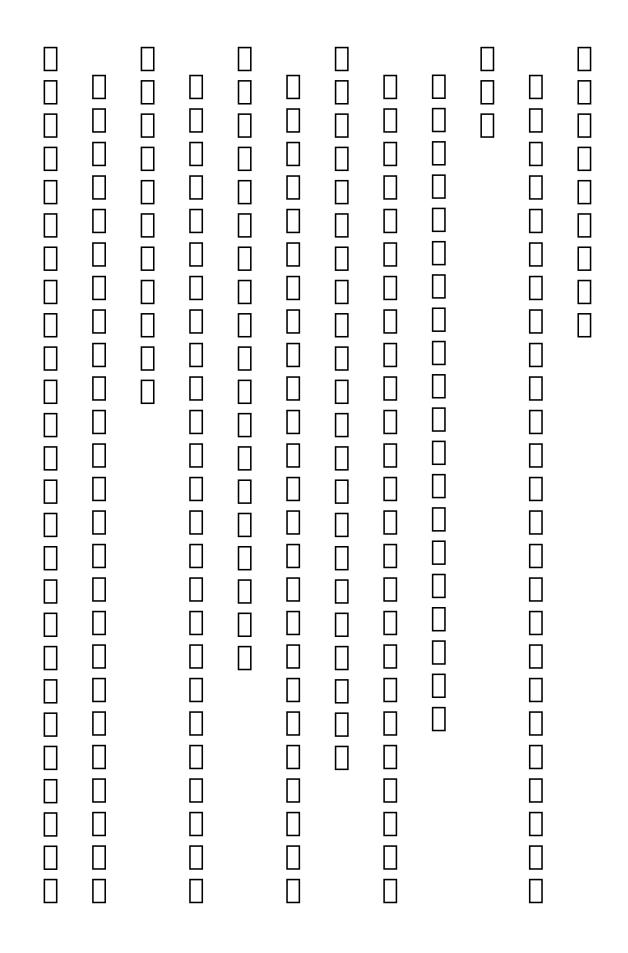


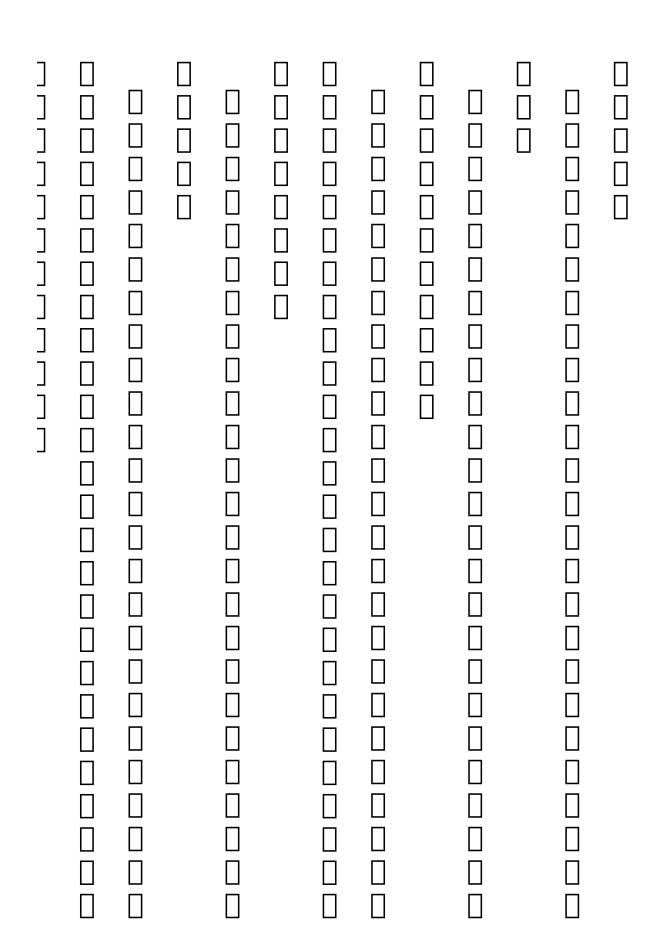


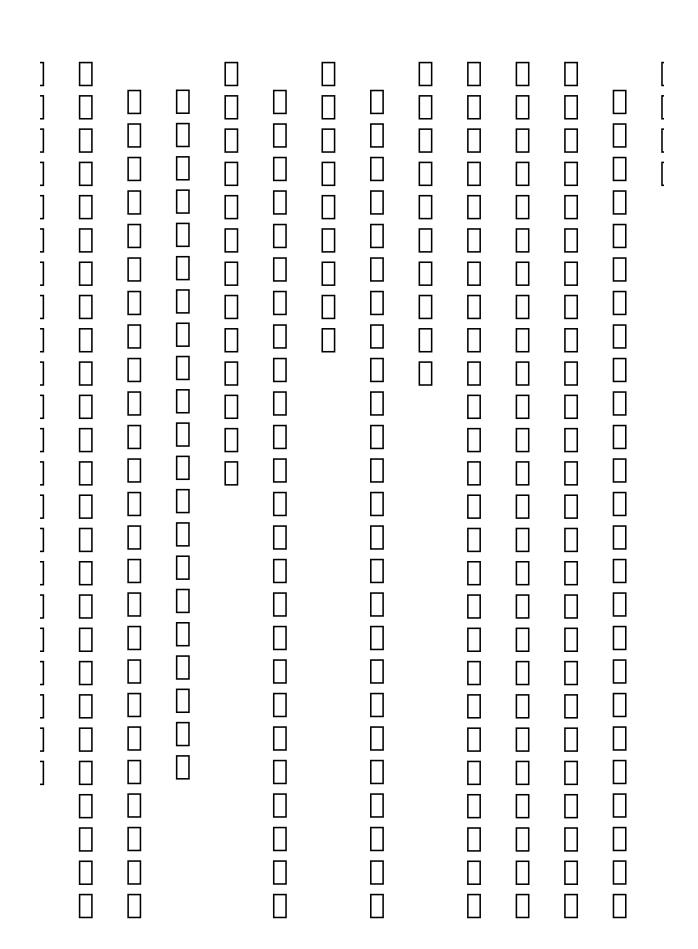


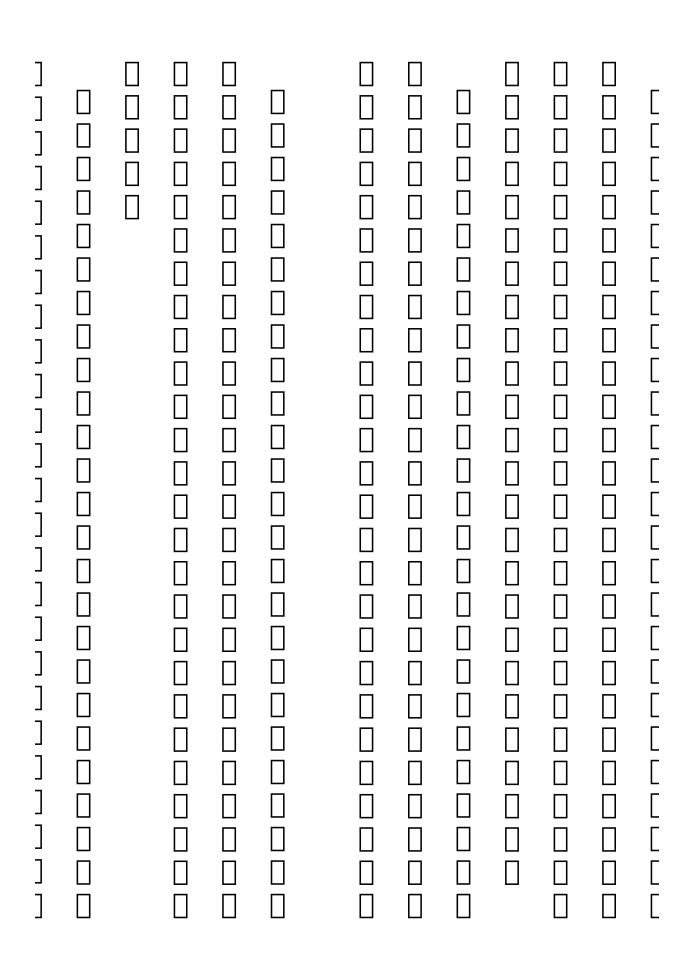


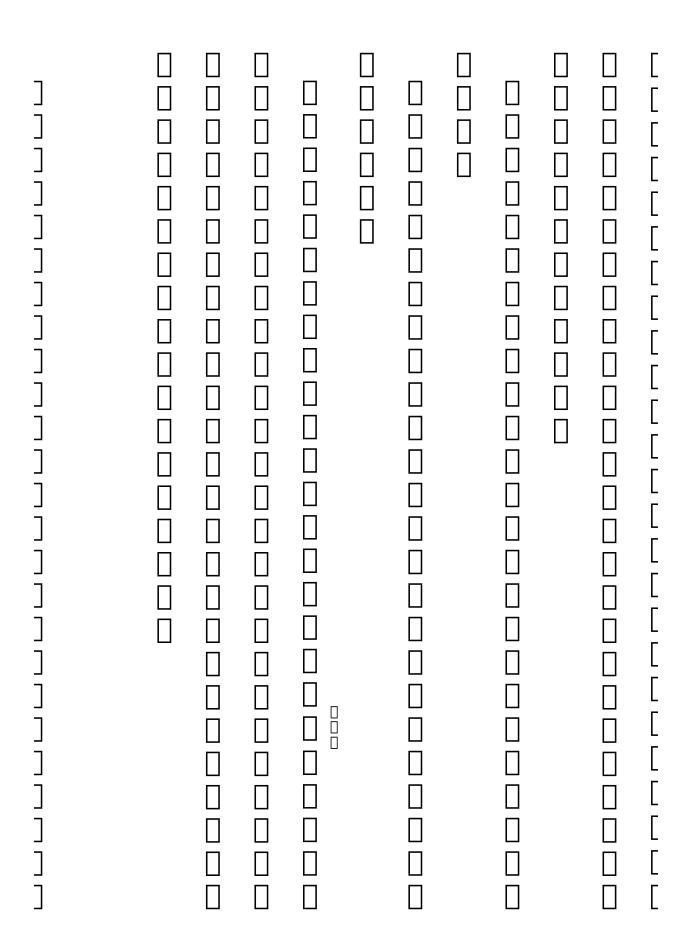


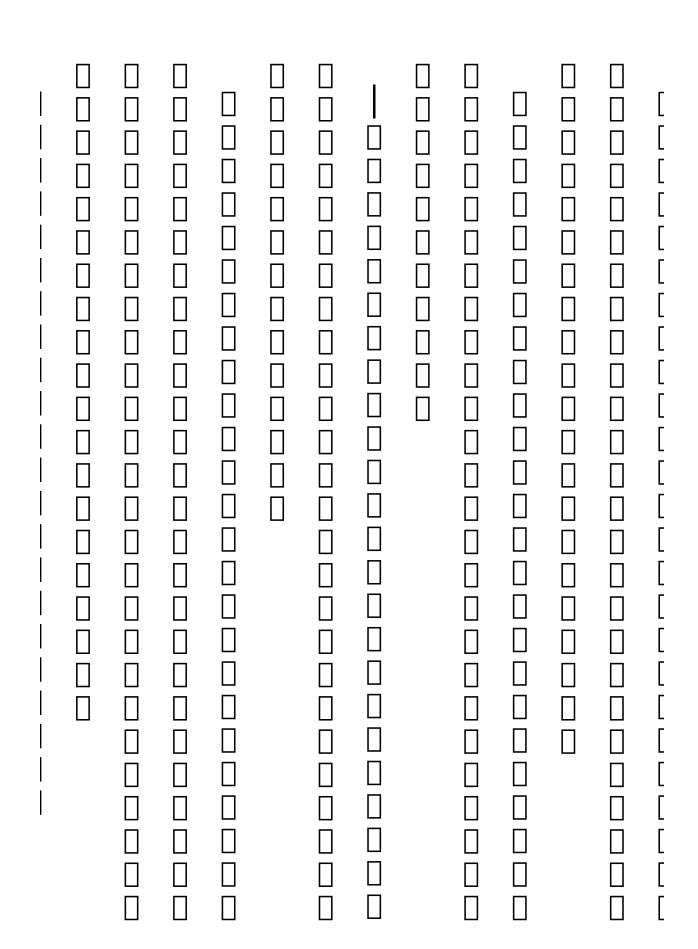


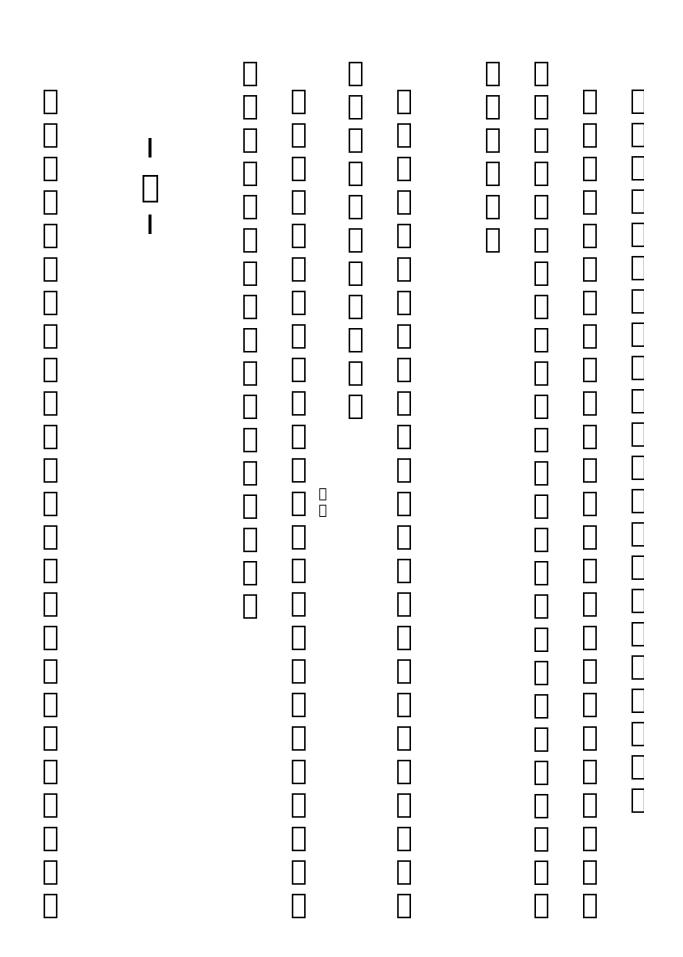


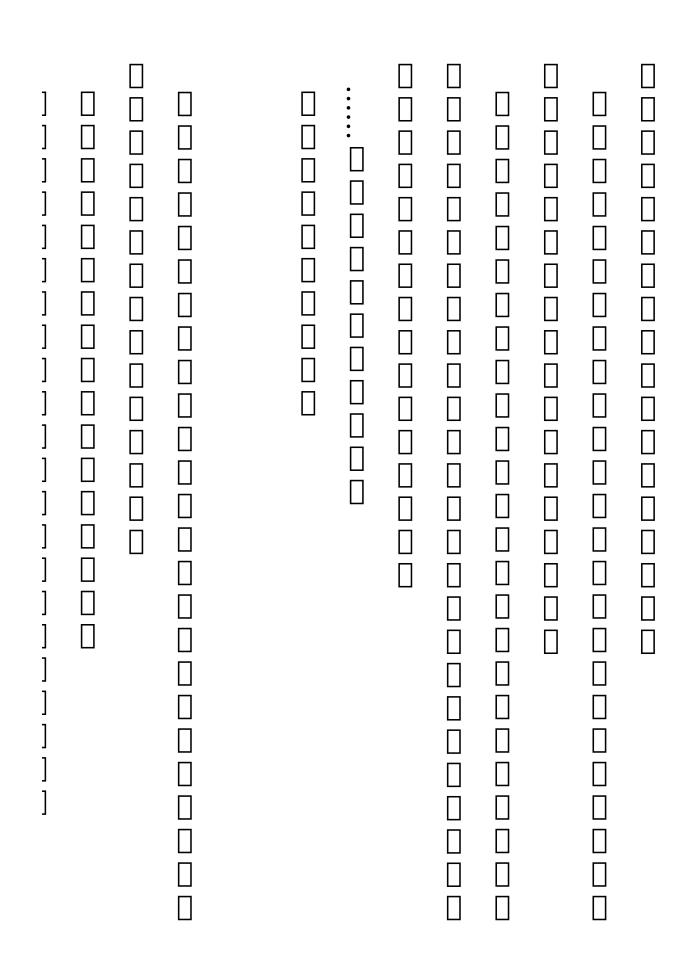


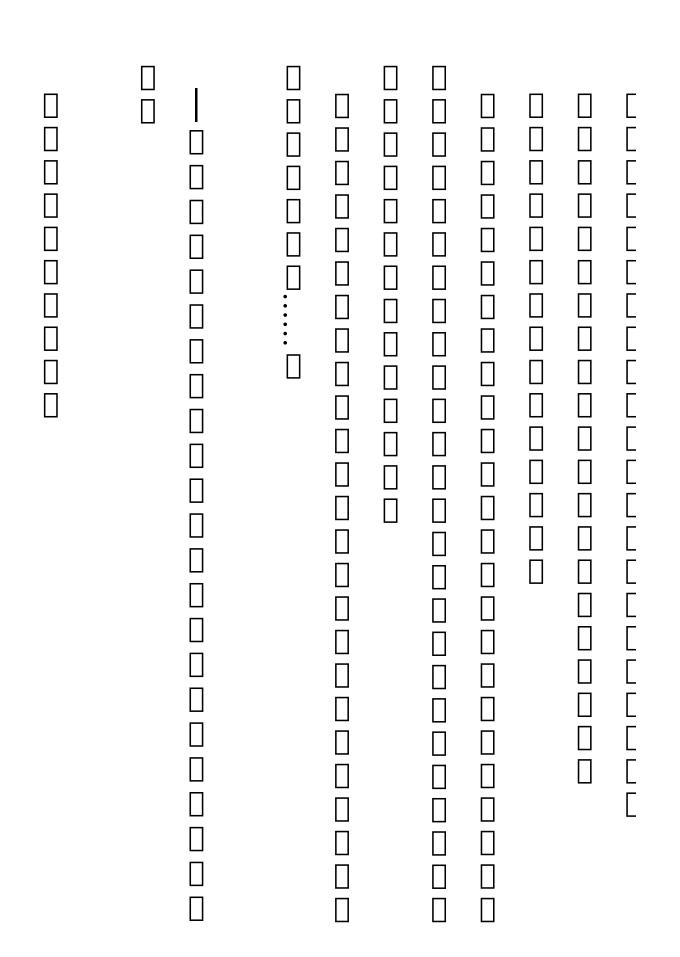


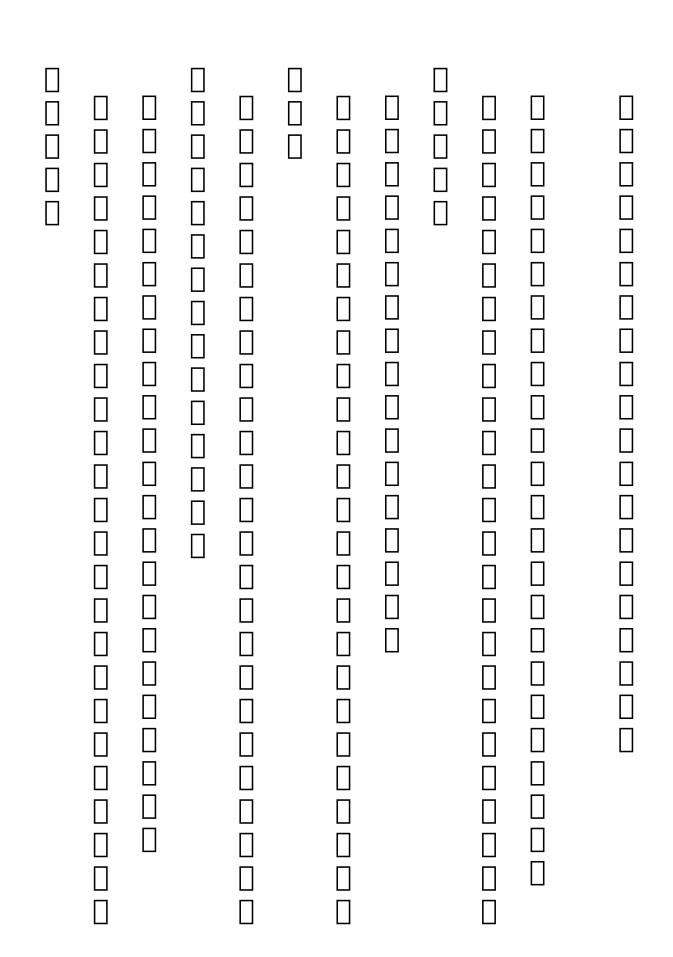


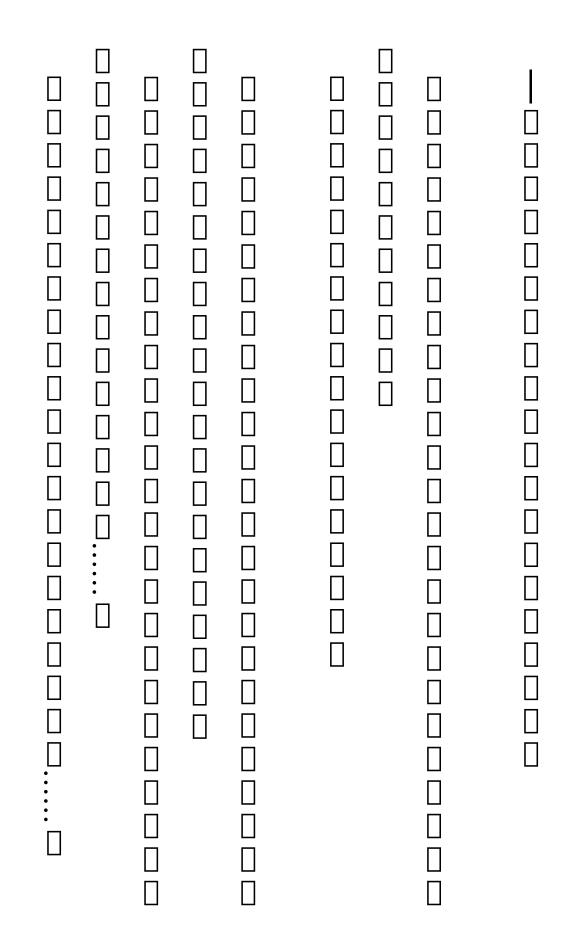


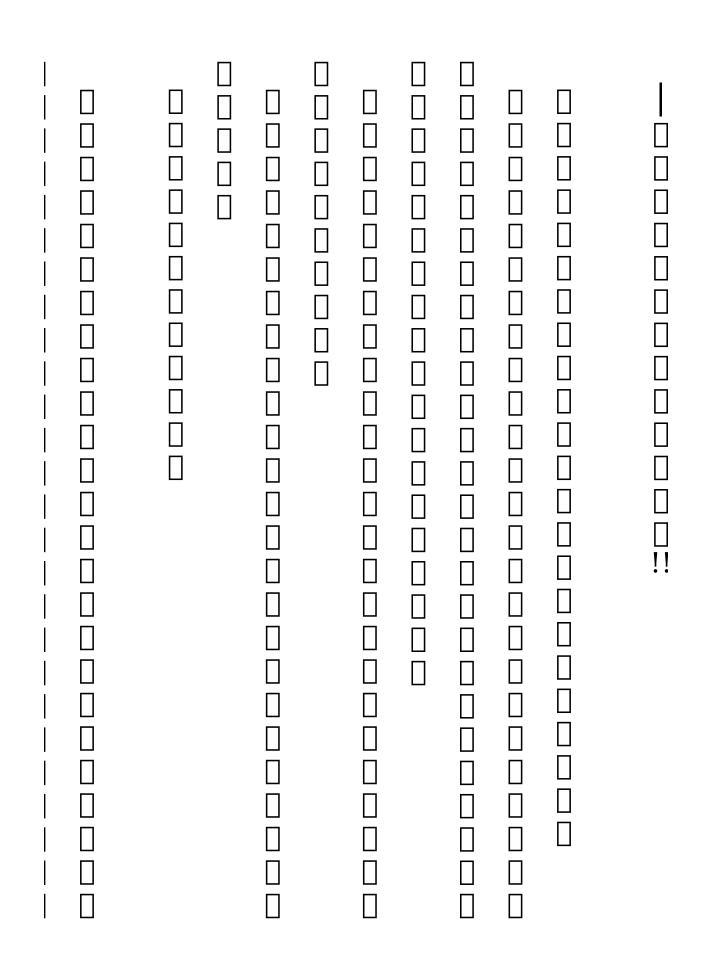


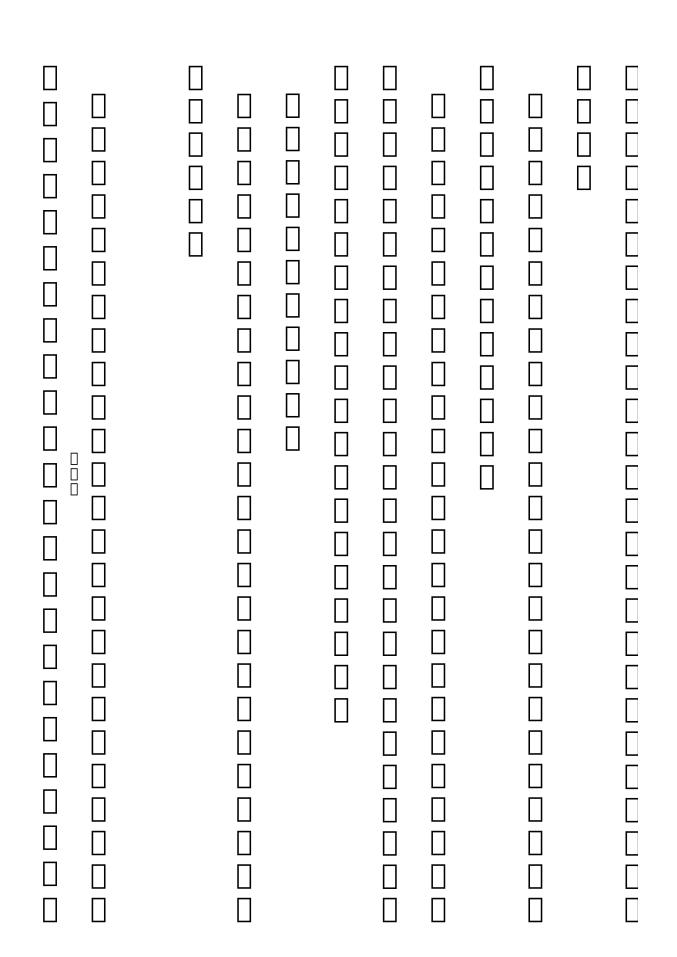


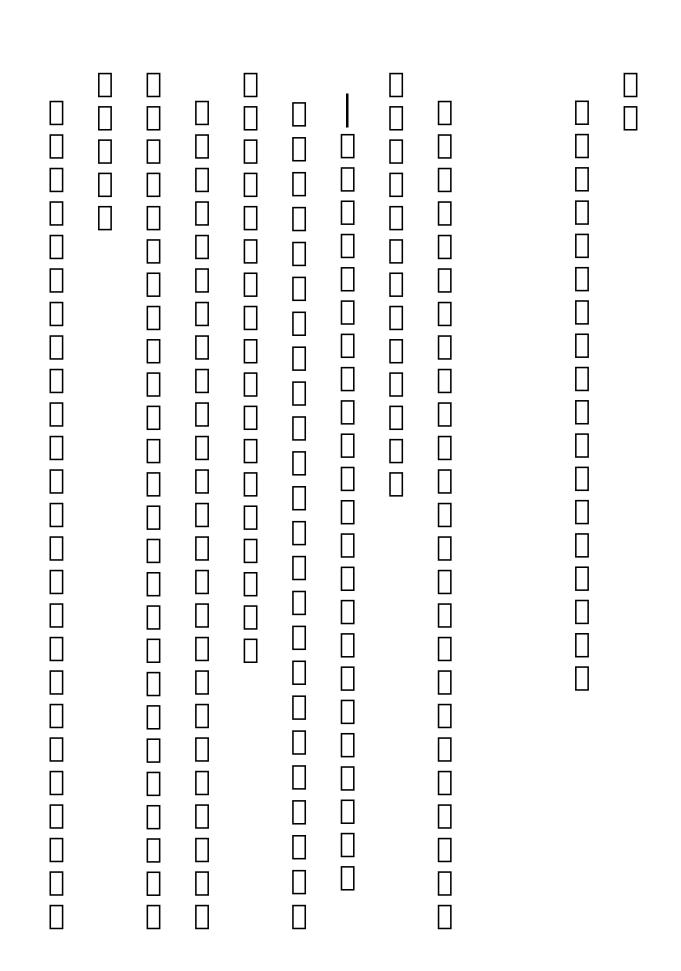


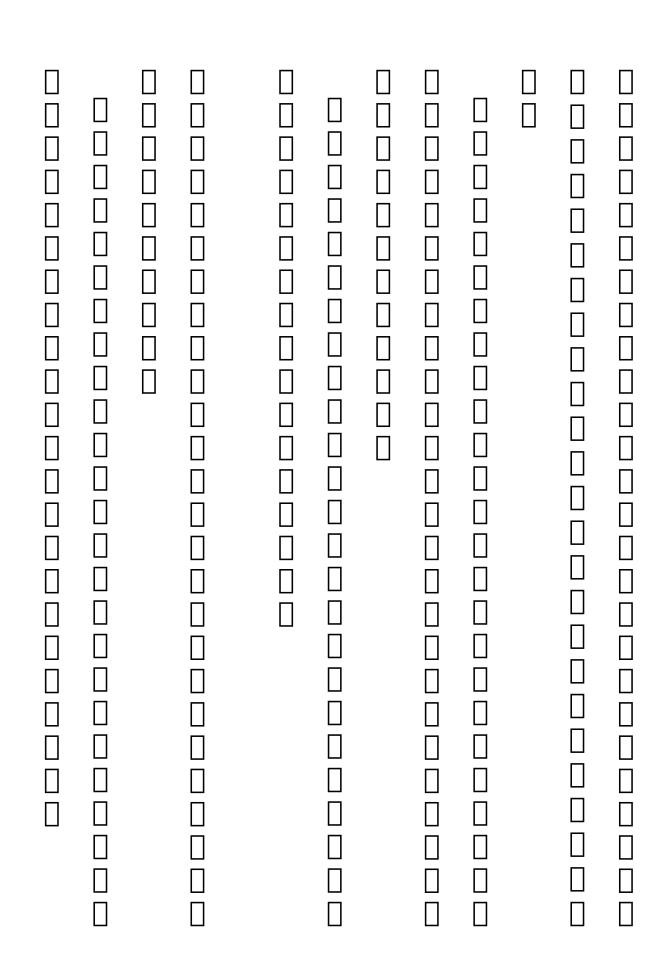


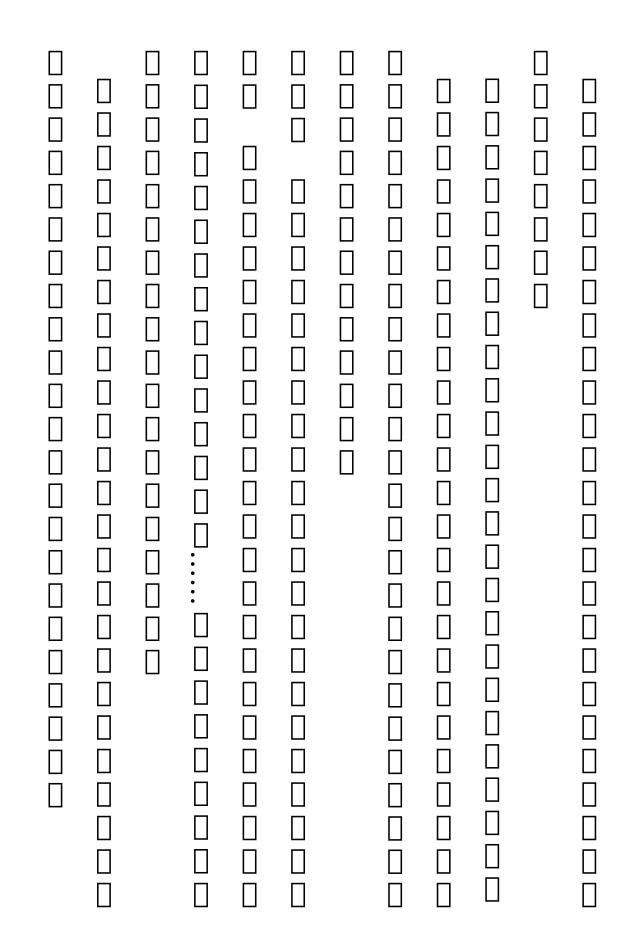














## 猫耳猫wiki ▶▶▶初心者の手引き「パーティ編成編」より

# ・パーティ編成の注意点

理想のパーティは場面やプレイヤーのスタンスによって異なり、

猫耳猫のパーティに正解はありません。

ただ、初心者がパーティを組むうえで絶対に知っておかなければならないことがいくつかあるので、まずはそれを覚えましょう。

# 1. 考えなしに仲間の数を増やさない!

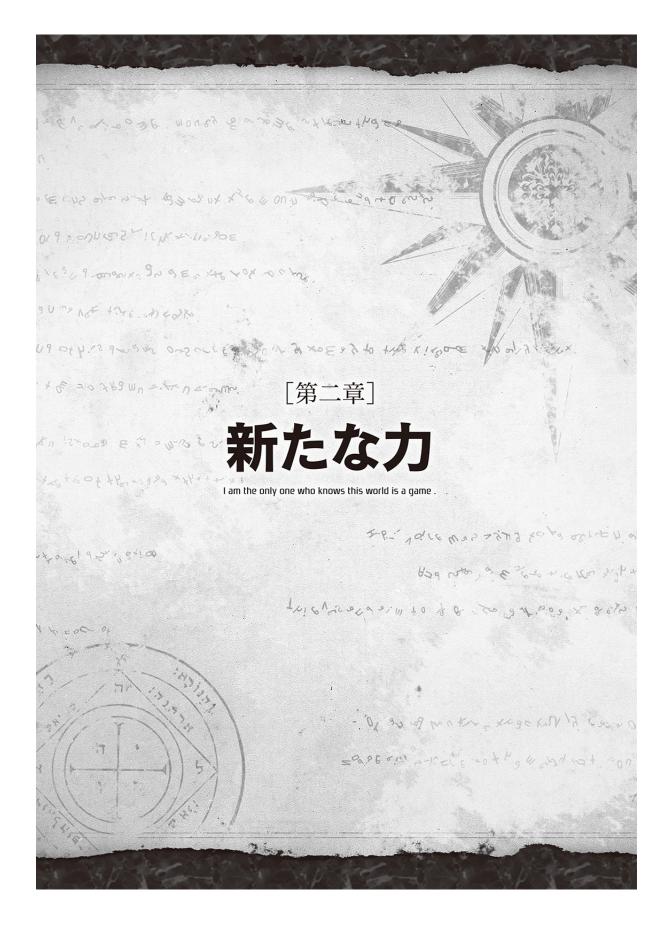
仲間の最大人数は5人(6人パーティ)ですが、必ずしも数が多ければ楽というわけではありません。ピーキーなバランスのゲームですので、敵も味方も油断すると一瞬で蒸発します。 少数パーティの方が細かい指示出しが可能なので、突然の事故で仲間が死ぬ可能性は減ります。 仲間を増やして戦力を上げるか、仲間を減らして事故率を下げるか。 自分で理想のバランスを見つけてください。

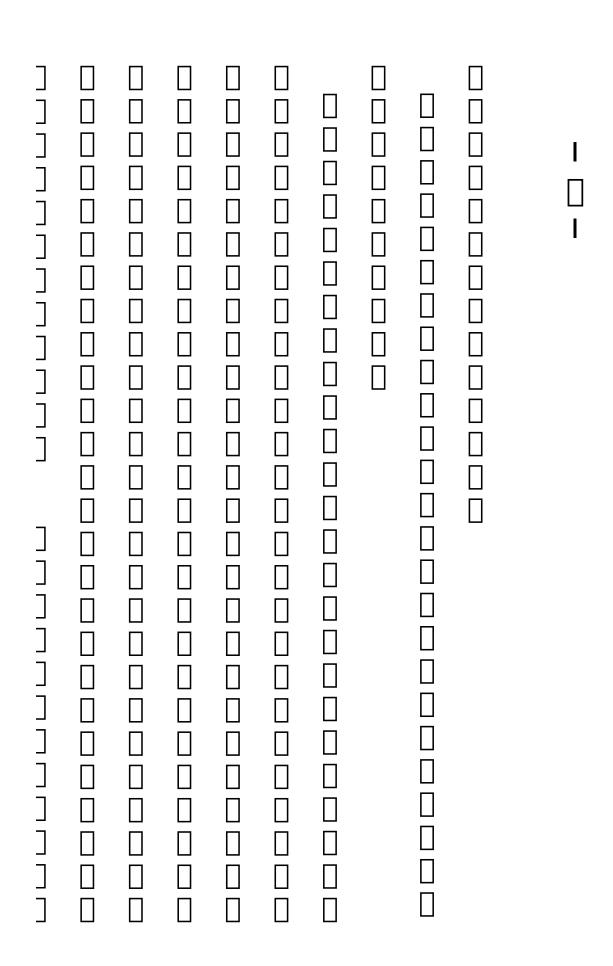
## 2. フレンドリーファイア前提で作戦を立てよう!

魔法でも弓でも、とにかく仲間は容赦なく味方を巻き込んで遠距離攻撃を放ちます。 ついでに言うと、近接攻撃キャラでも3人集まればお互いの攻撃で傷つくのは当たり前。 幸い攻撃のON・OFFの指示は出来るので、近接攻撃キャラが敵と戦う間は遠距離攻撃は させないようにするか、もう最初から全員近接攻撃キャラにしましょう。

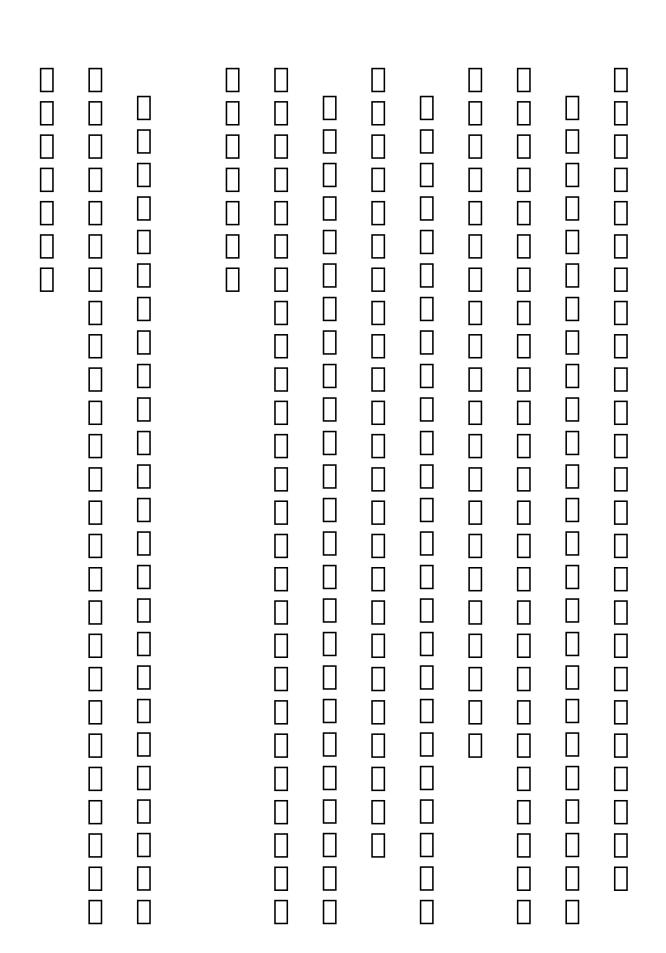
#### 3. 防御よりも攻撃を優先してパーティを作ろう!

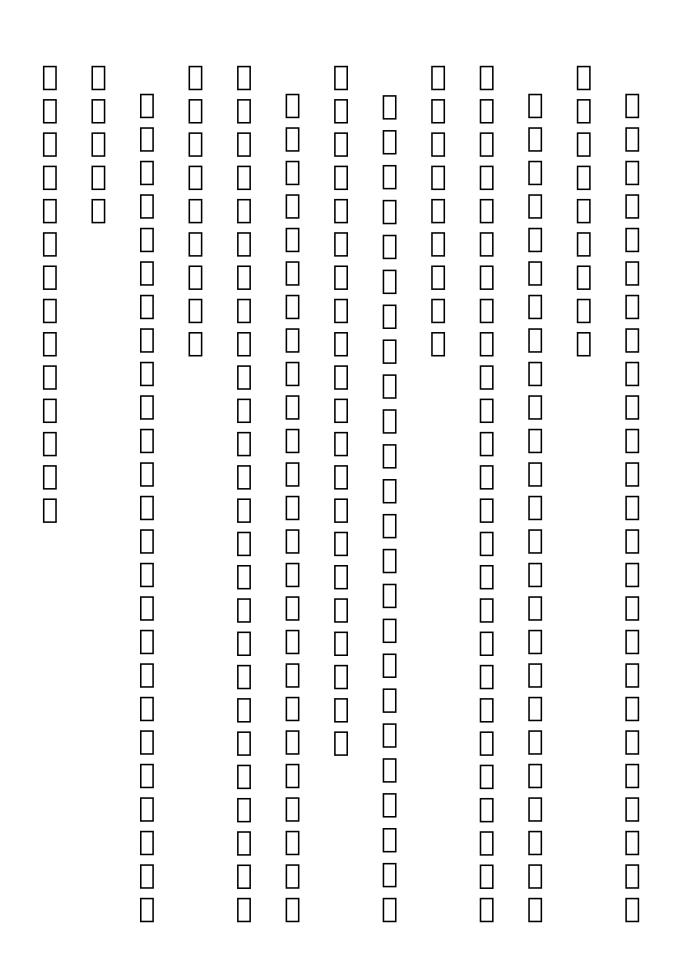
猫耳猫の戦闘に接戦、善戦はなく、常に殲滅か全滅か、この二択しかありません。 殺られる前に殺れ、これが猫耳猫の戦闘の基本です。 敵の攻撃をしのげるのは、相当格下が相手の時か、ライデンだけです。 防御力や回復力、当て馬力を上げるよりは、攻撃力を重視した方が 結局生存しやすくなるでしょう。

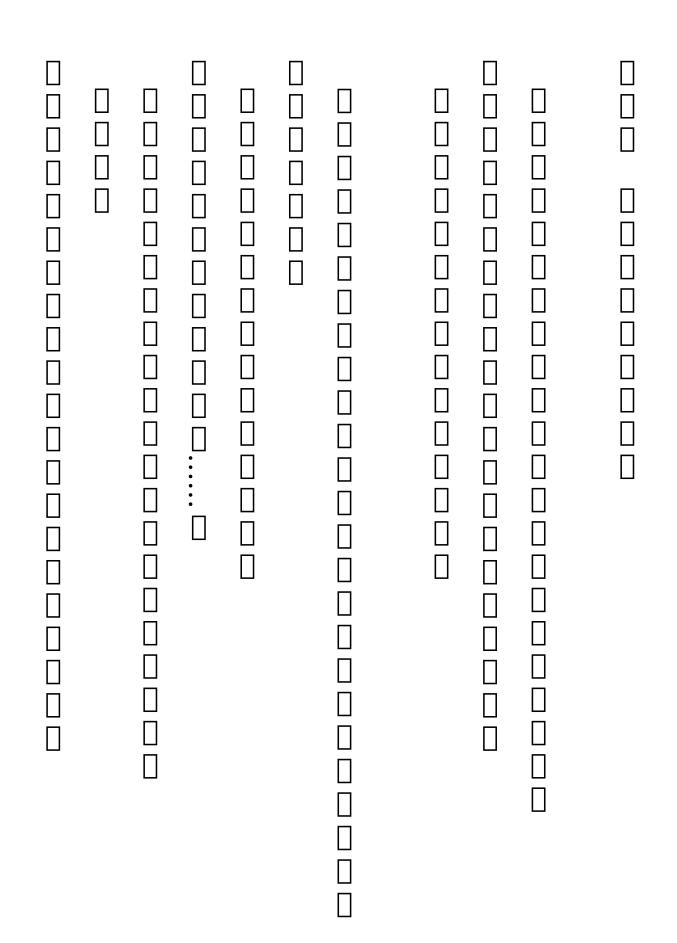


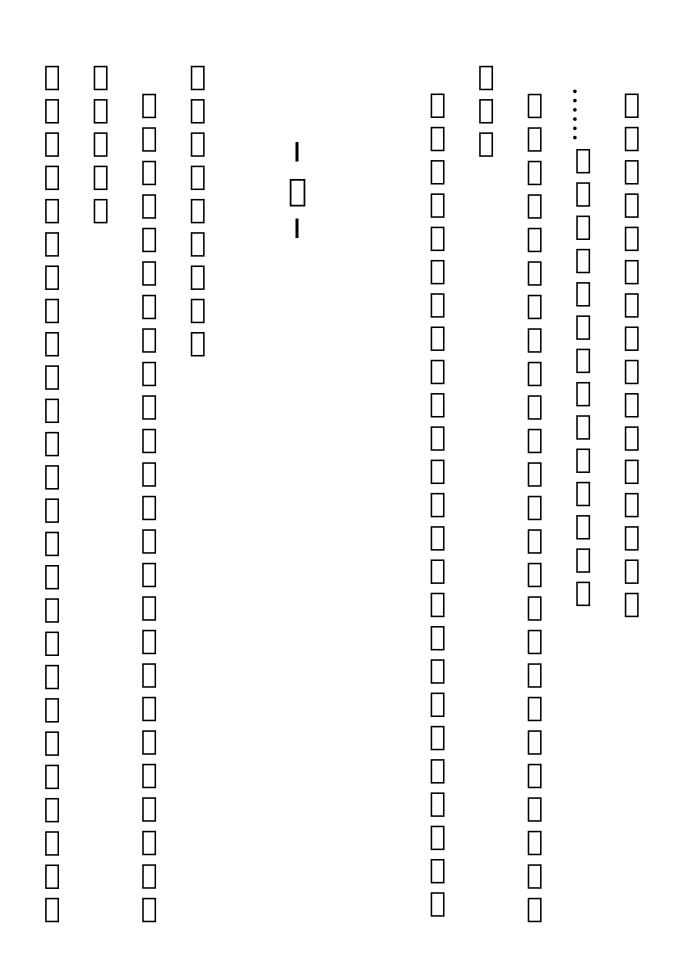


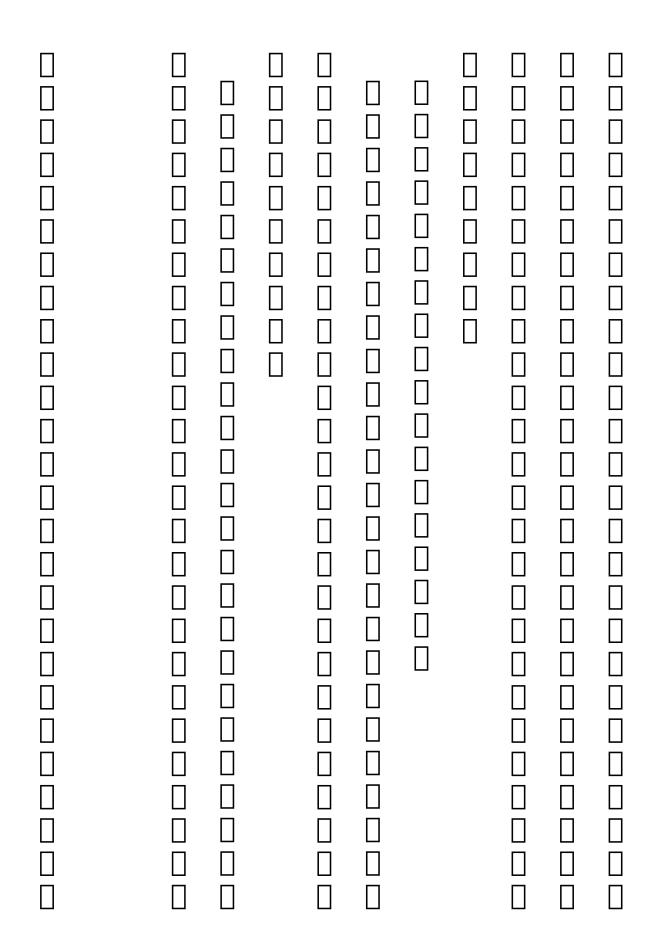
|--|--|--|--|--|--|--|--|--|--|

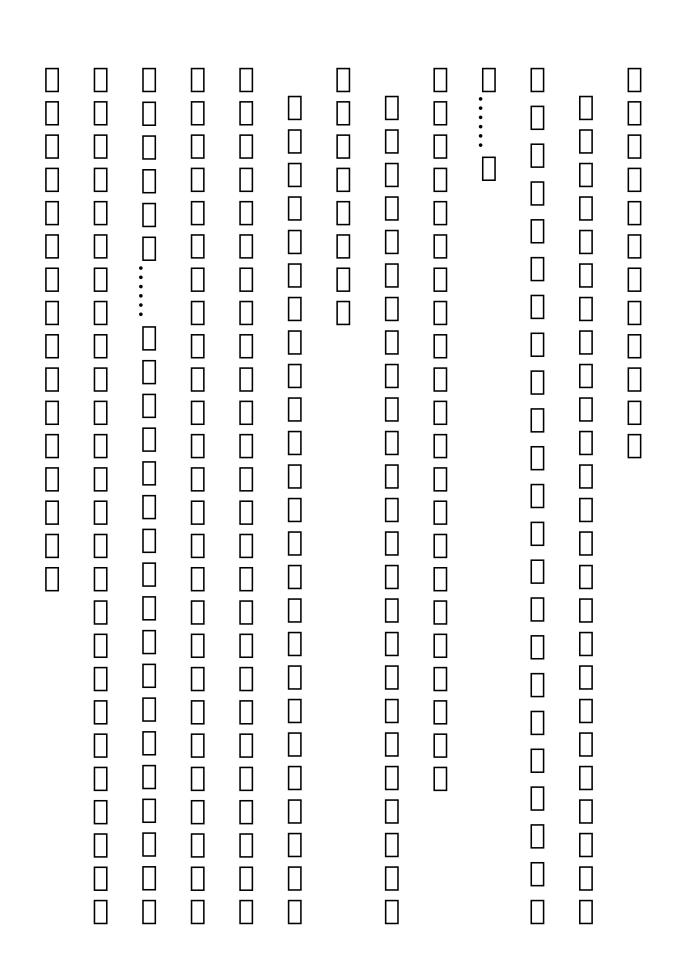


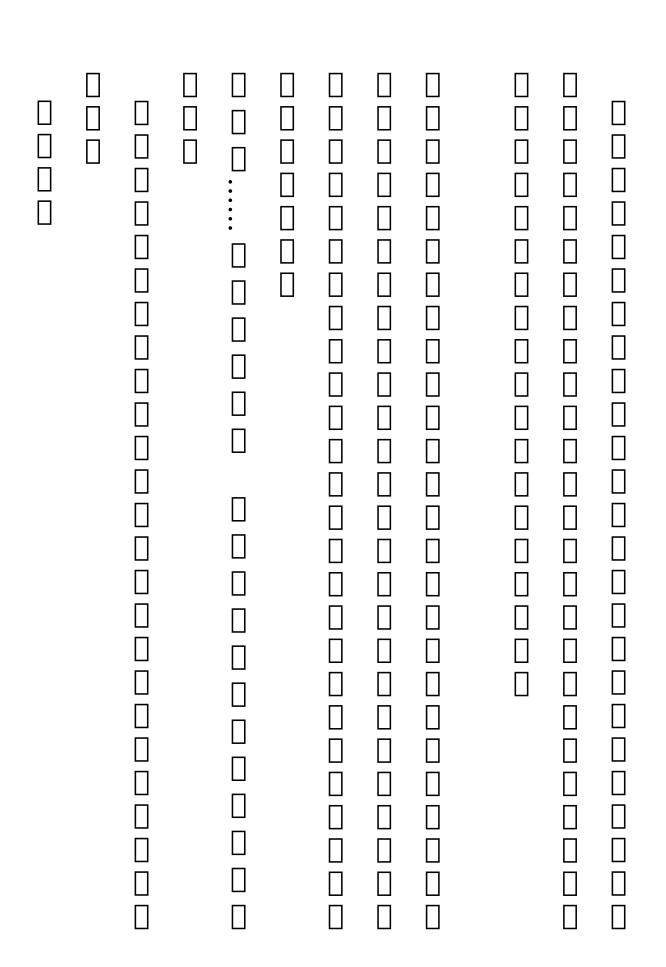




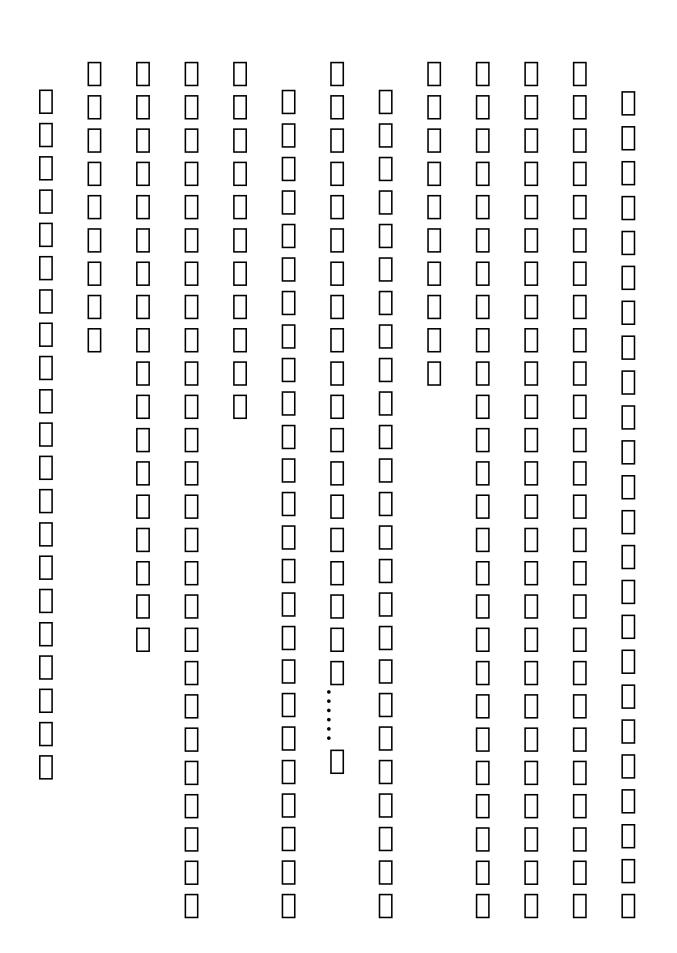


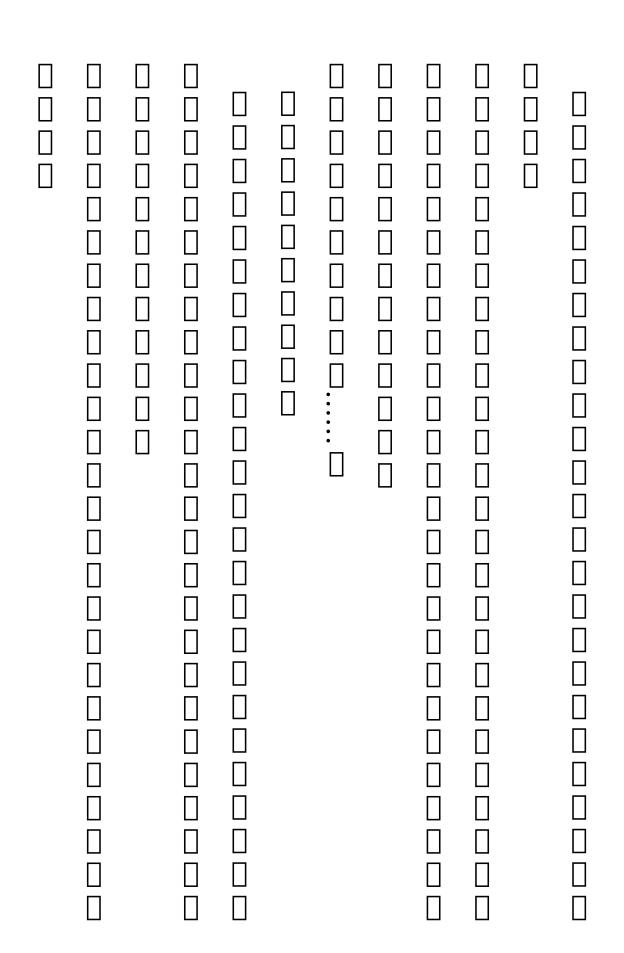


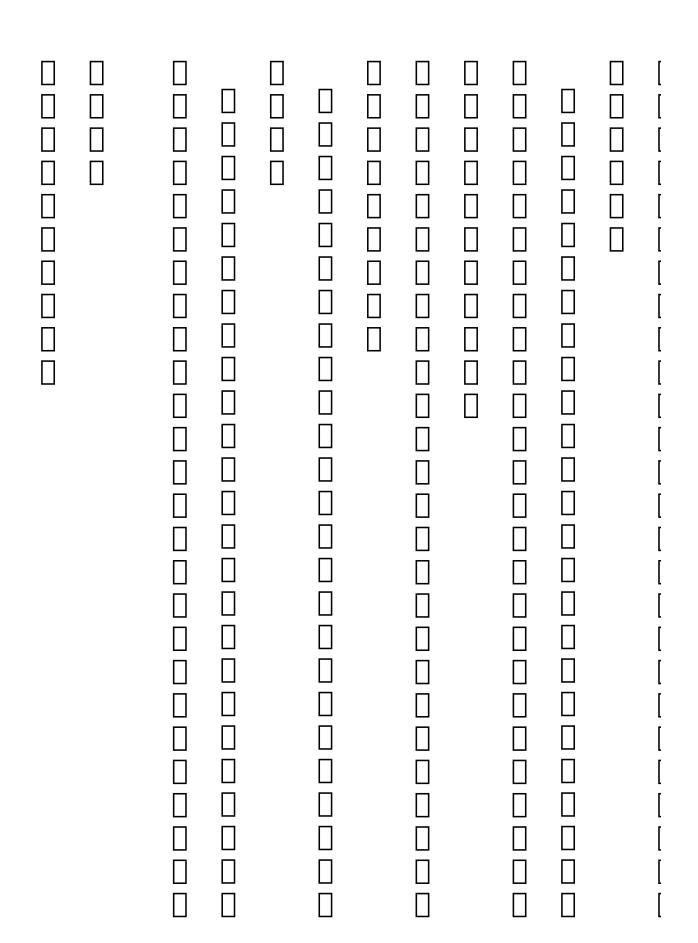


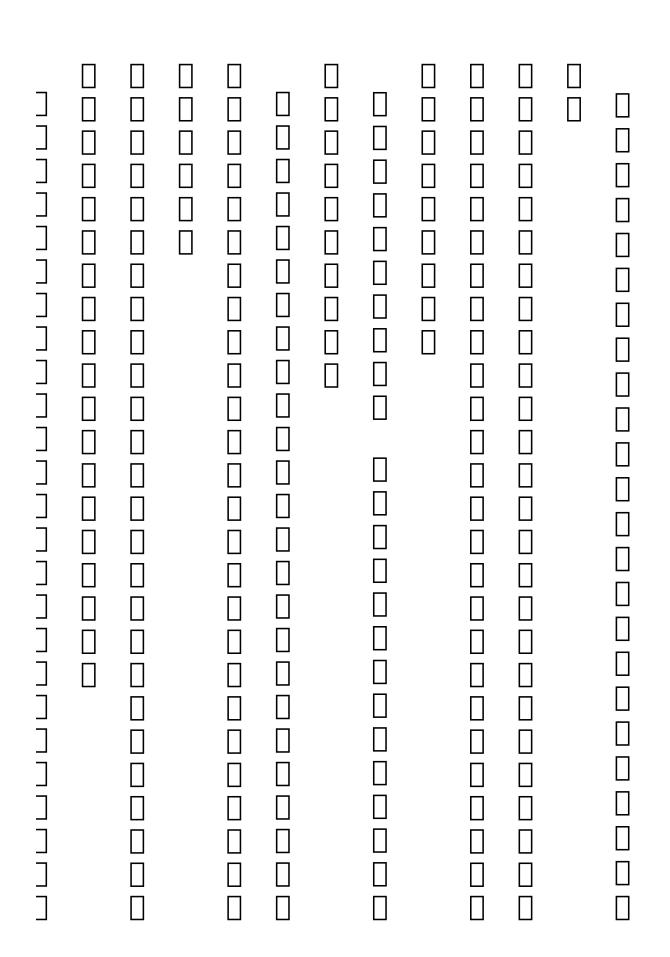


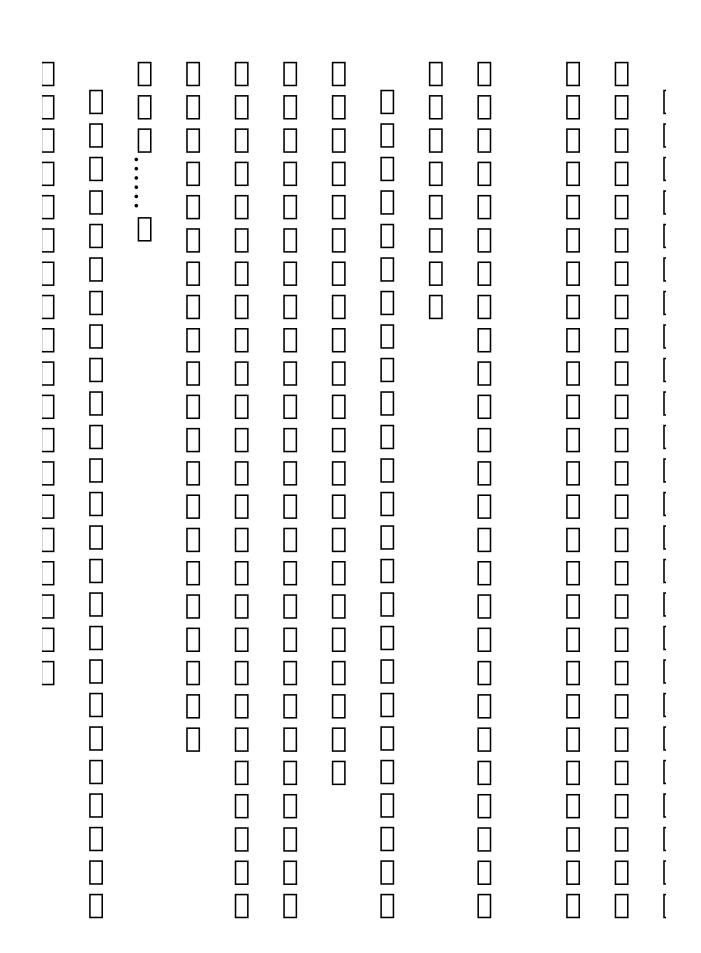
|--|--|

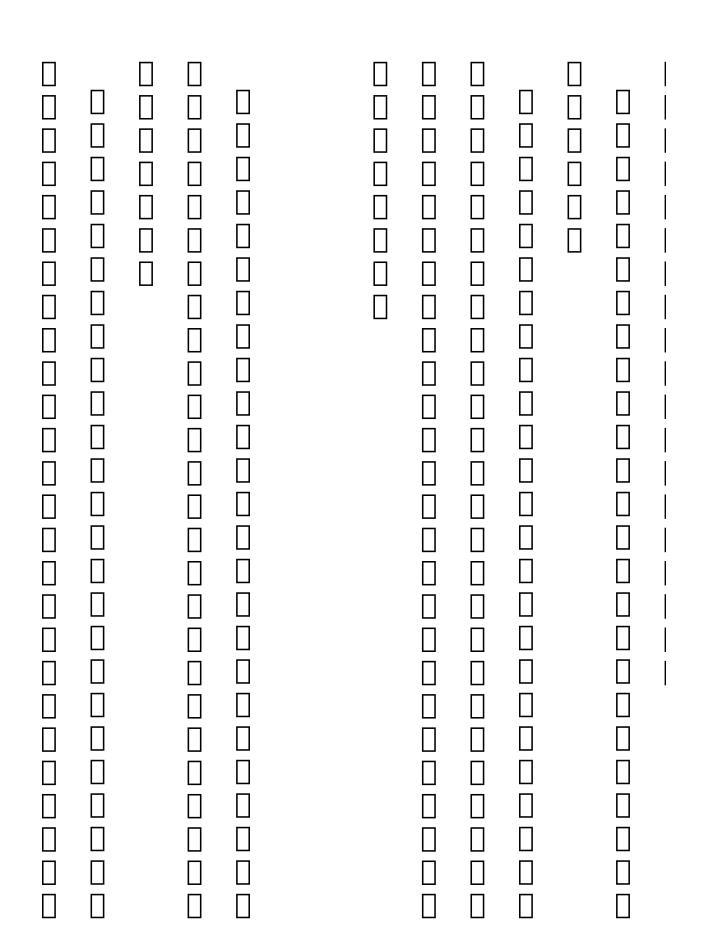


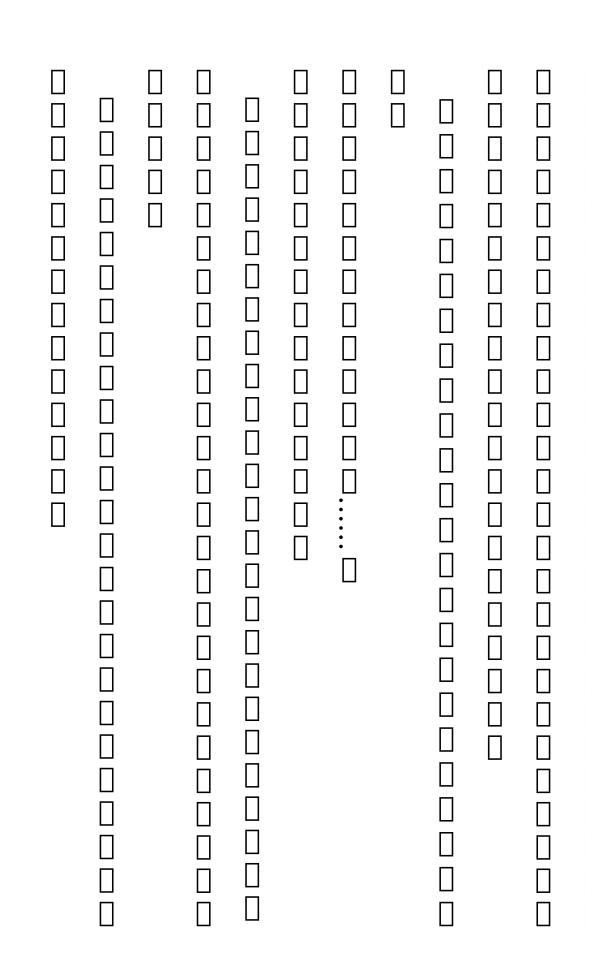










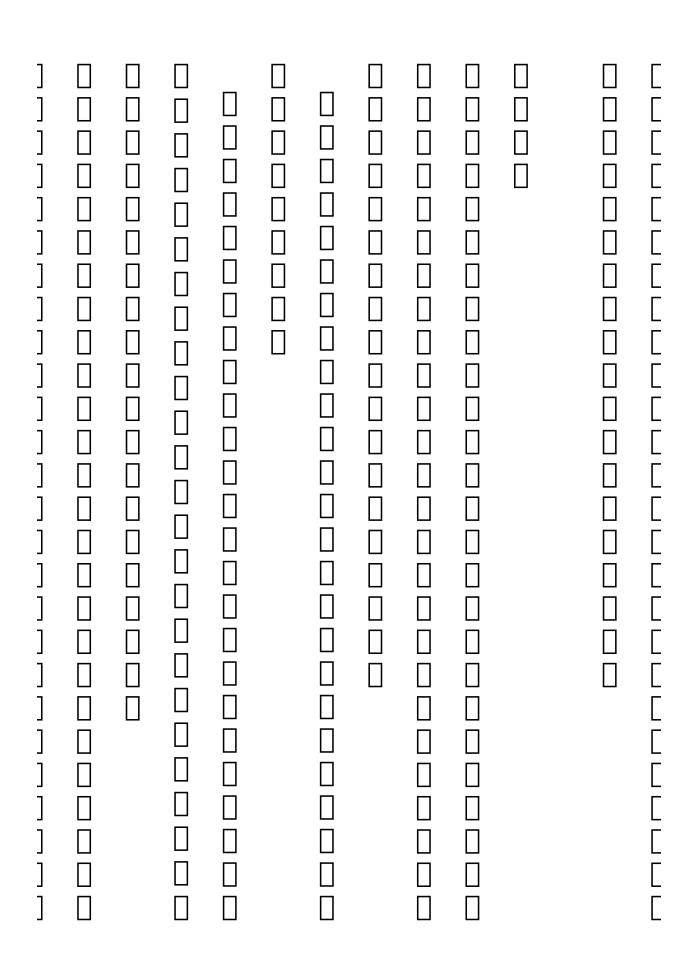


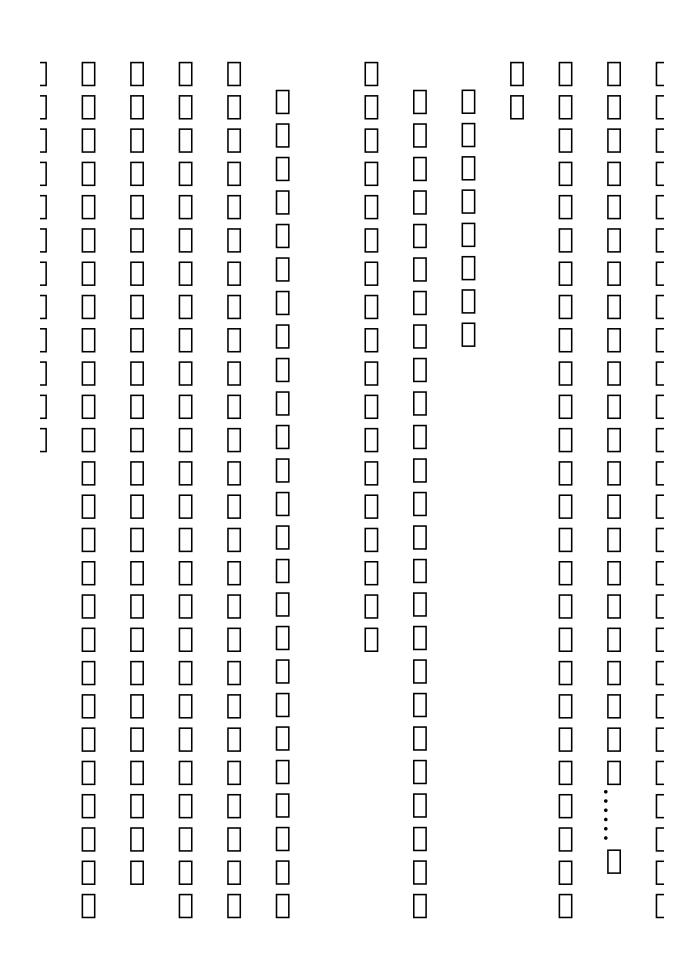
] ] ] ] ? ]												
-------------	--	--	--	--	--	--	--	--	--	--	--	--

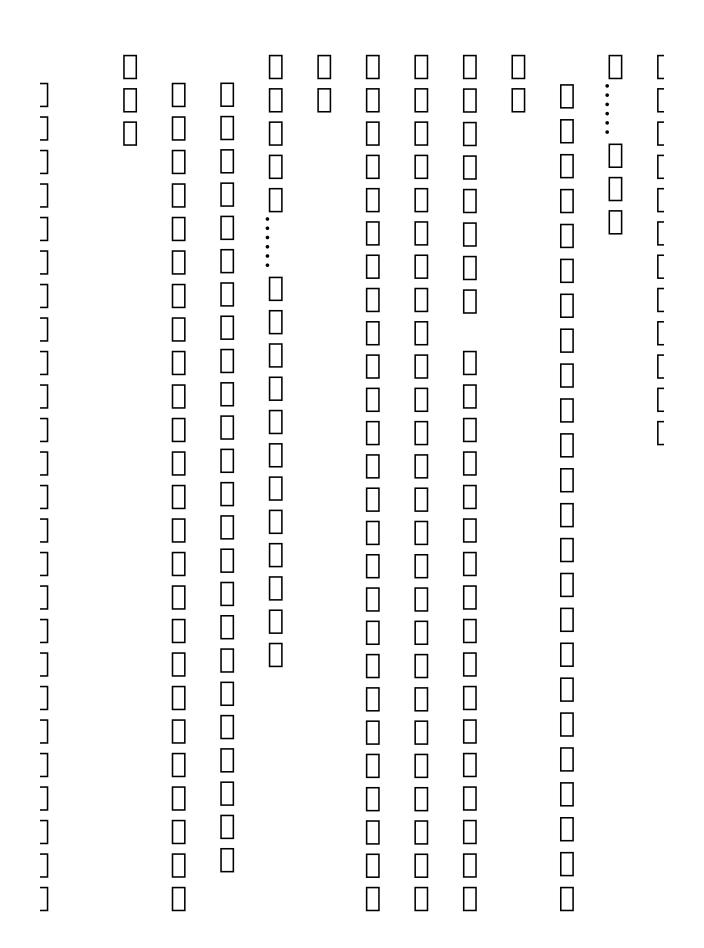
|--|--|--|--|--|--|--|--|--|--|--|--|--|

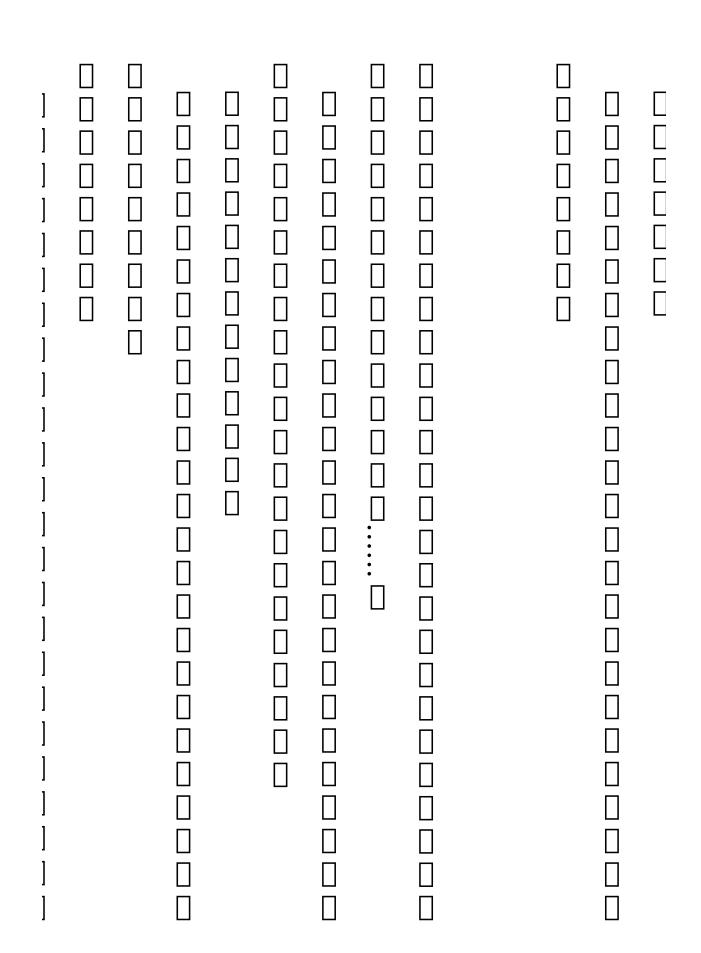
	Ш		Ш		Ш	Ш	

|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

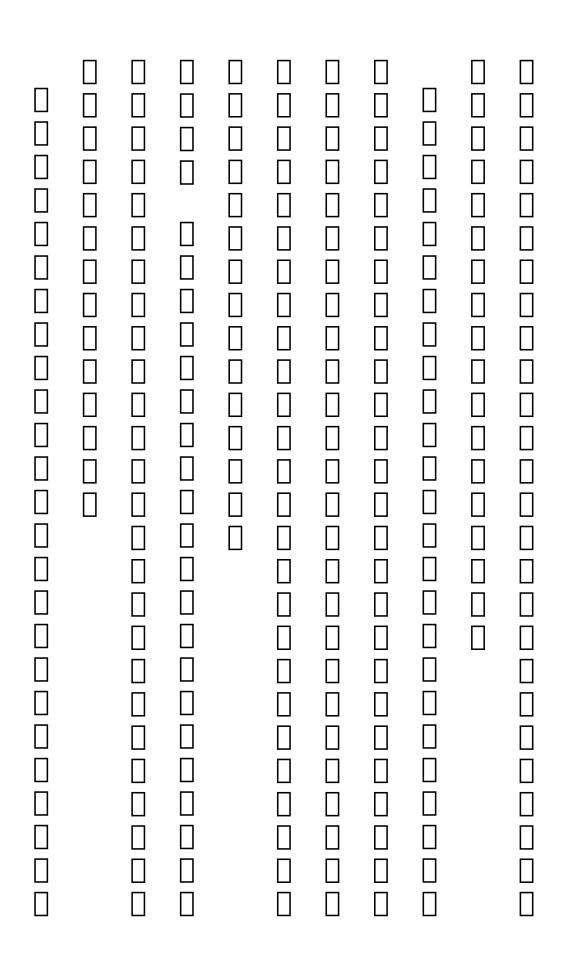


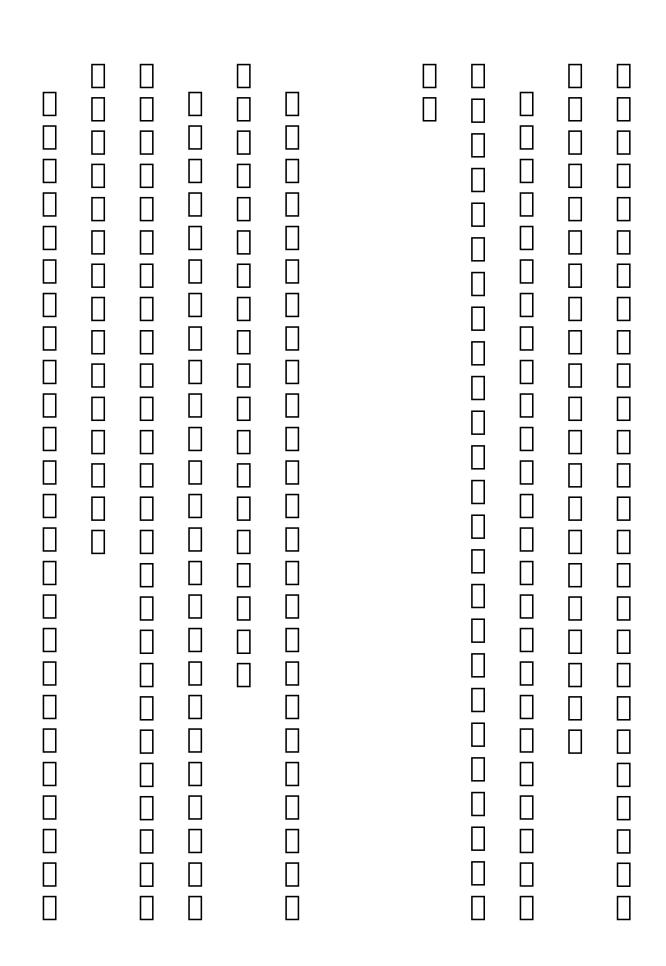


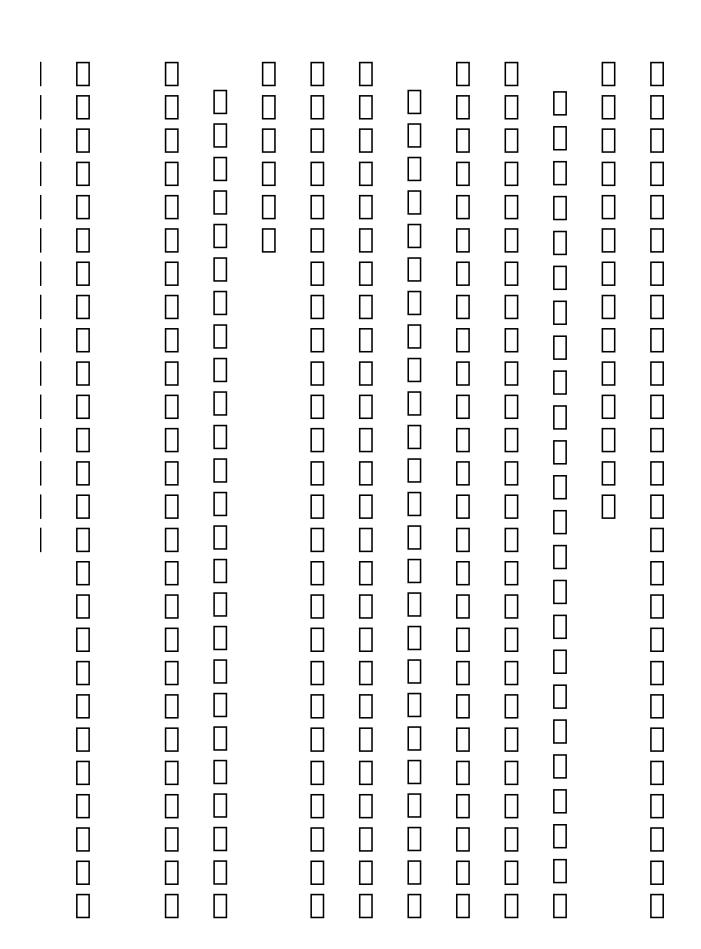


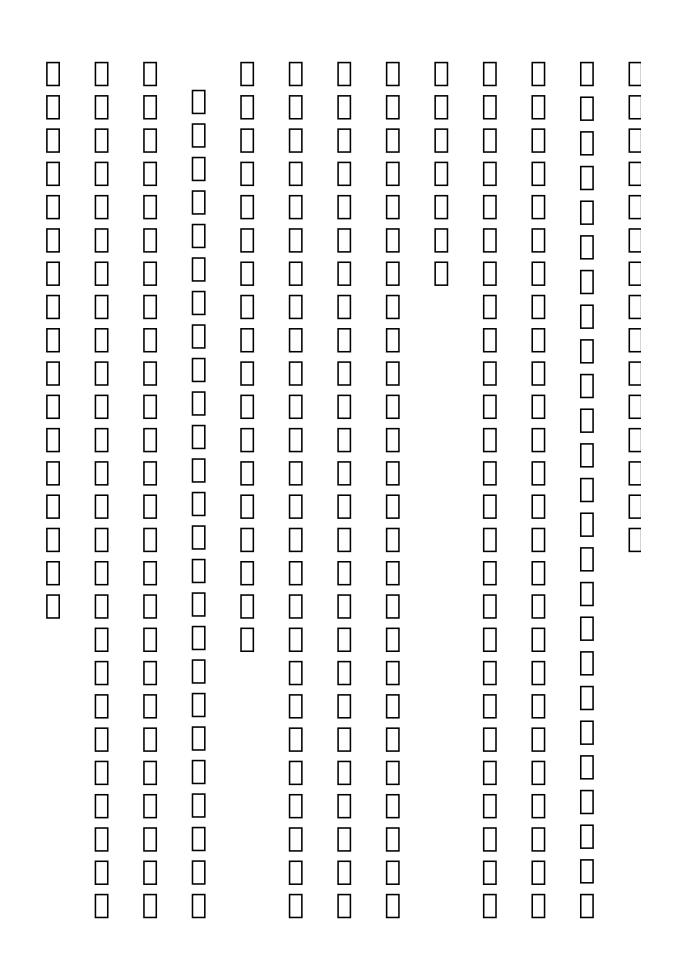



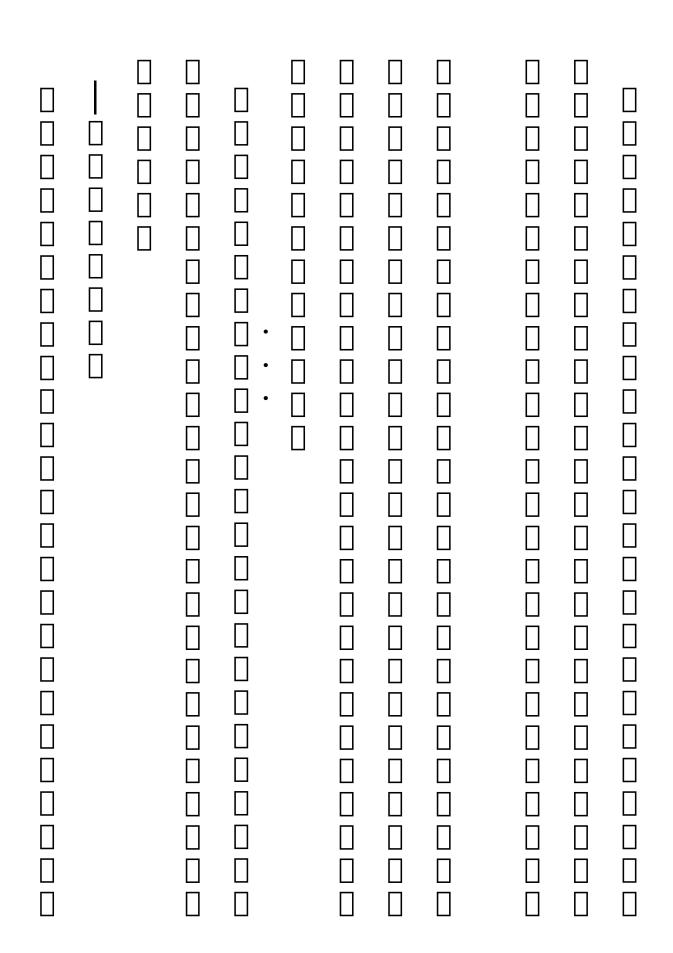
]							

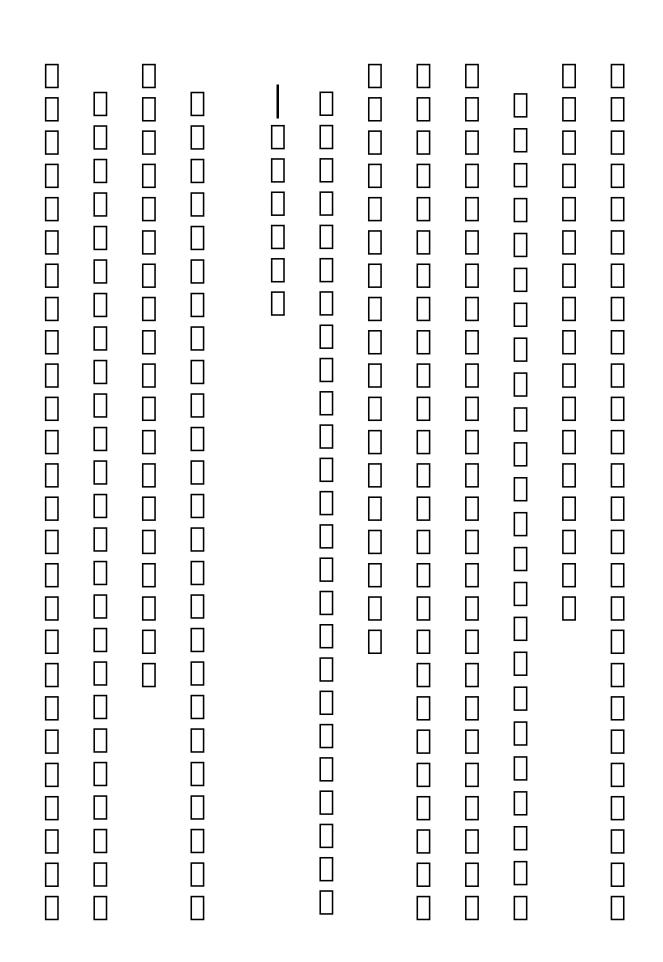


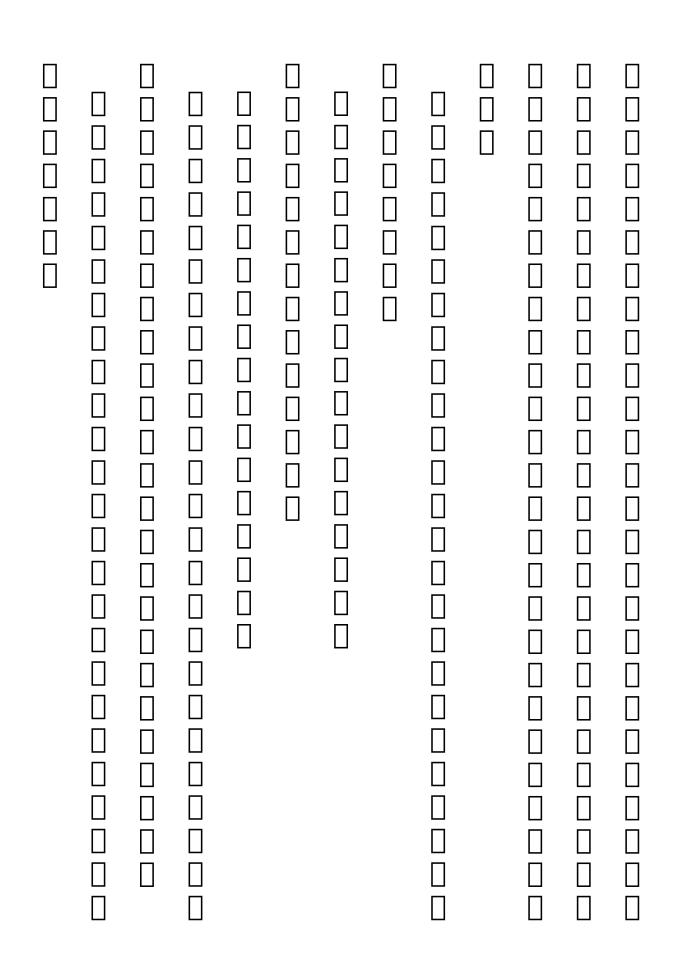


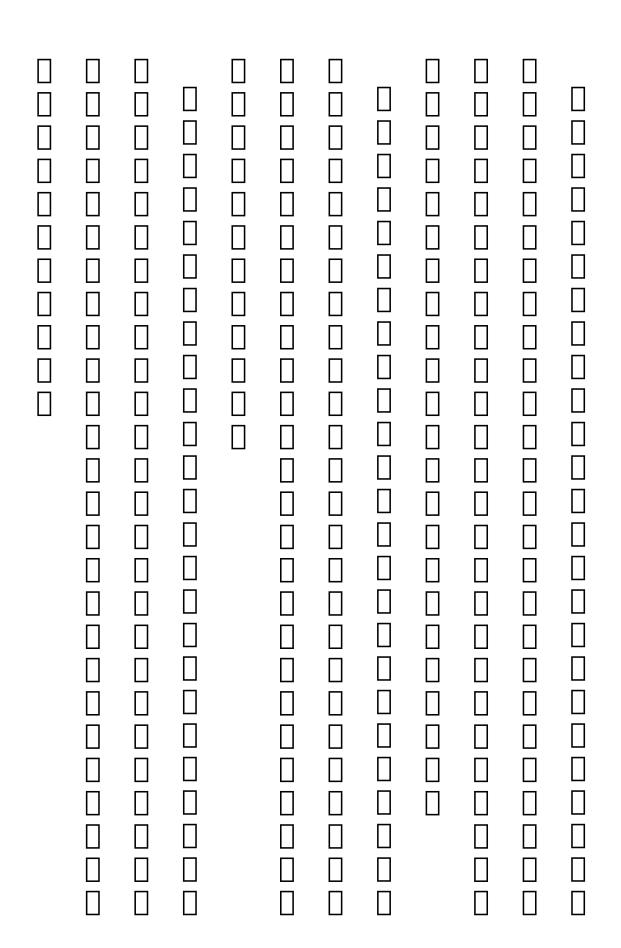


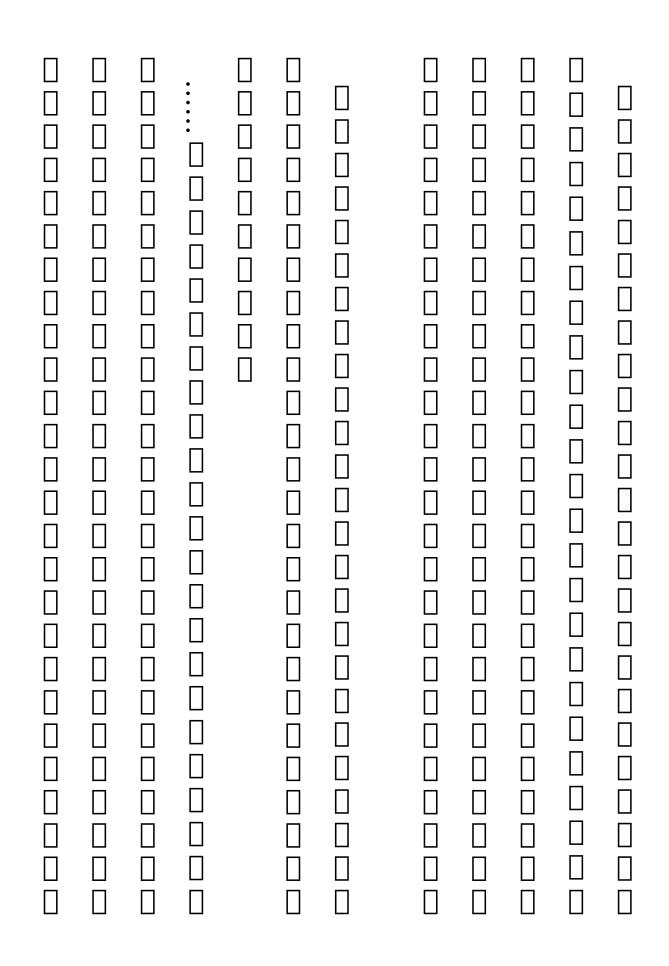


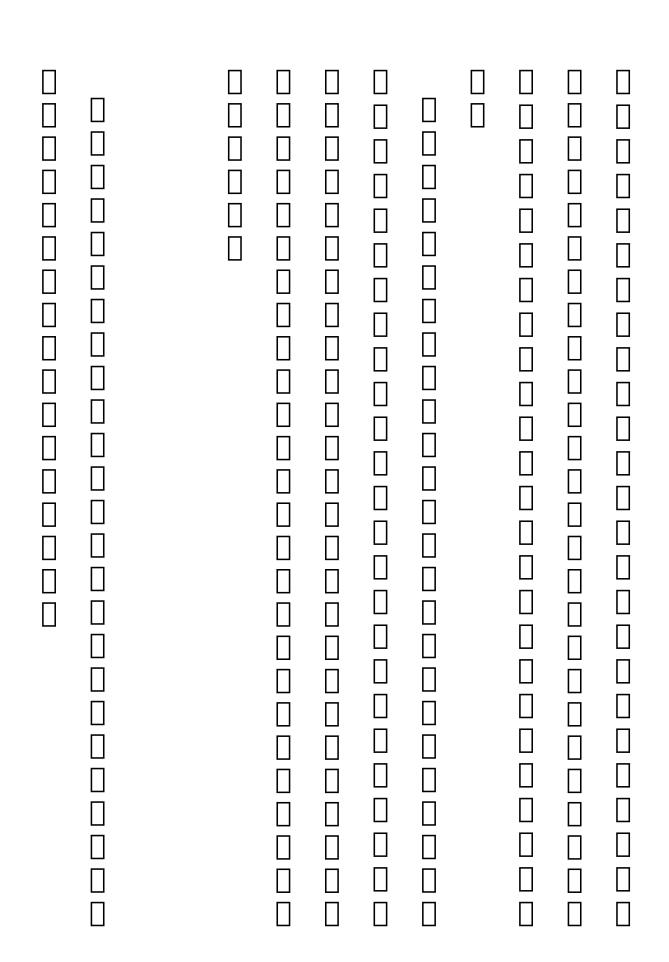


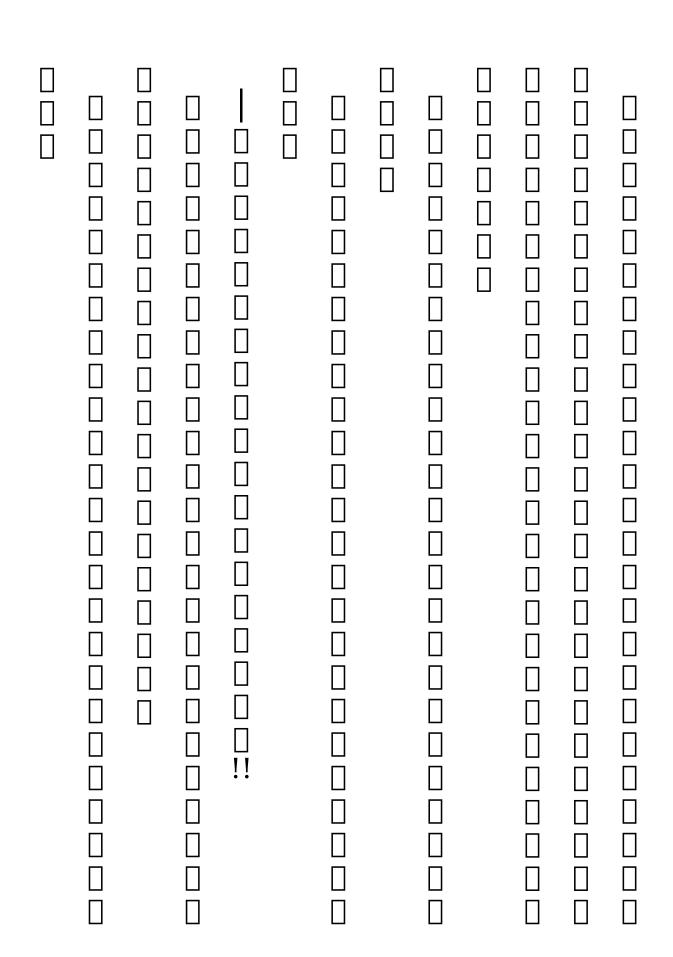


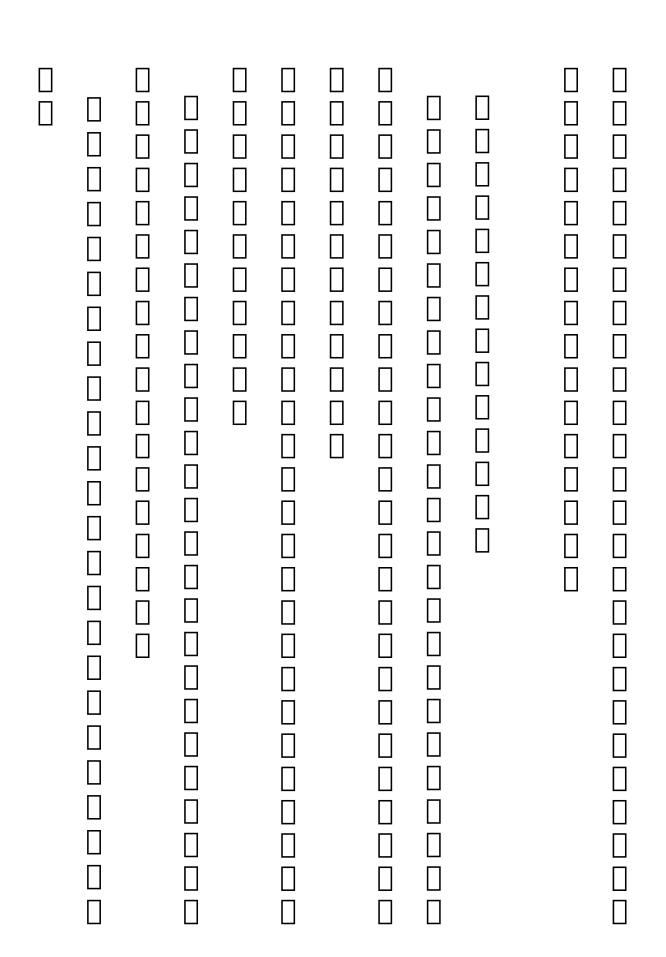


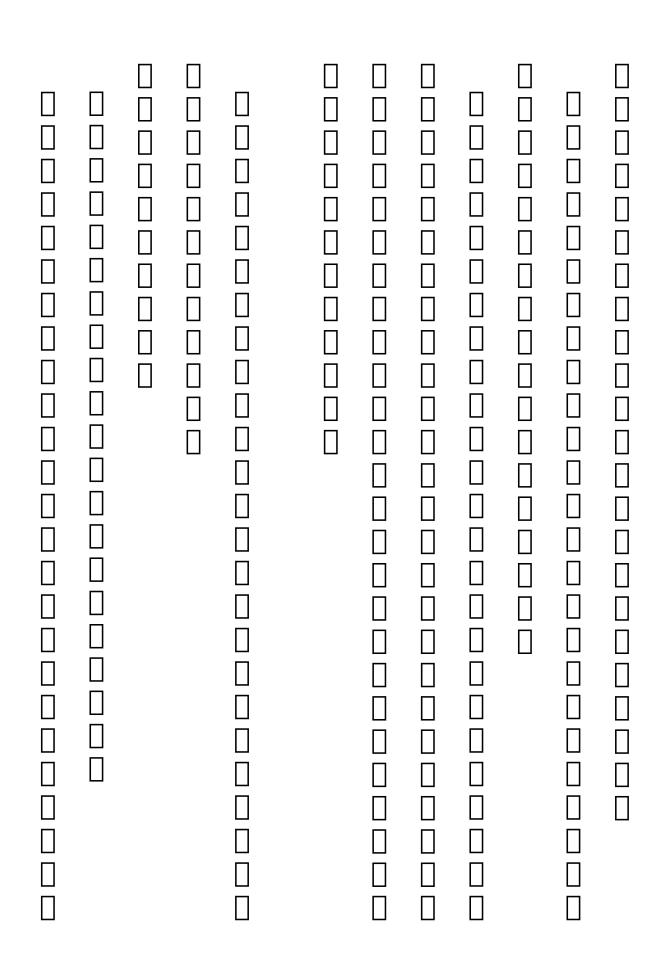




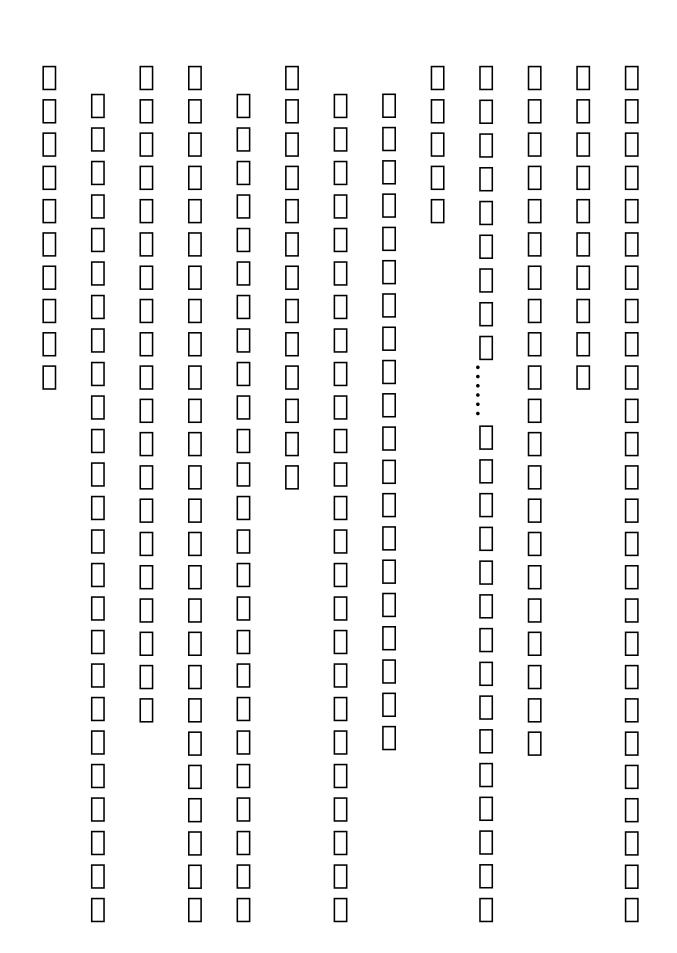


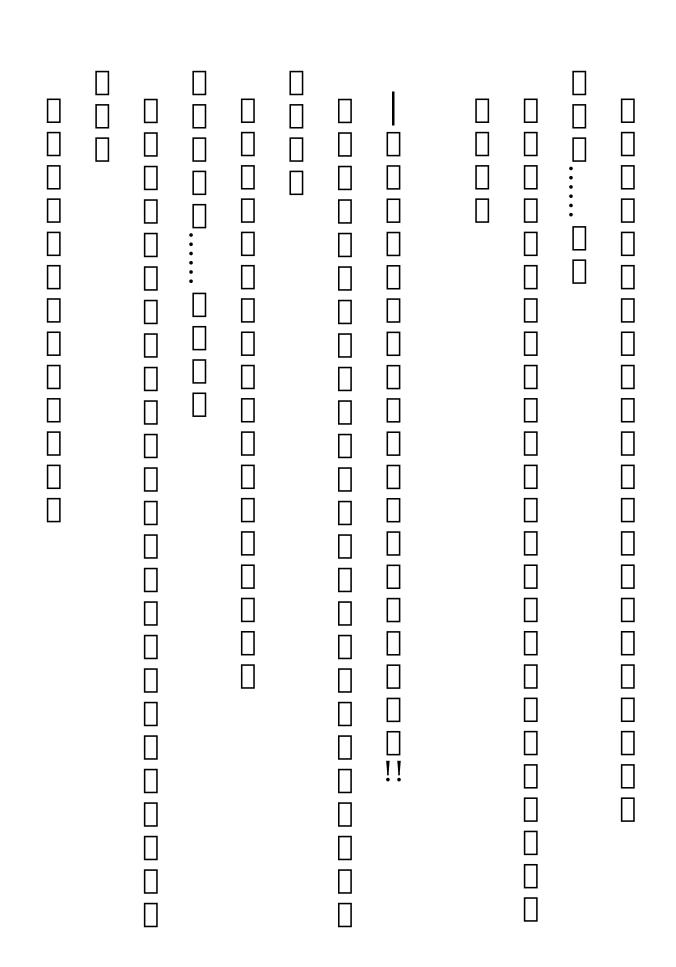


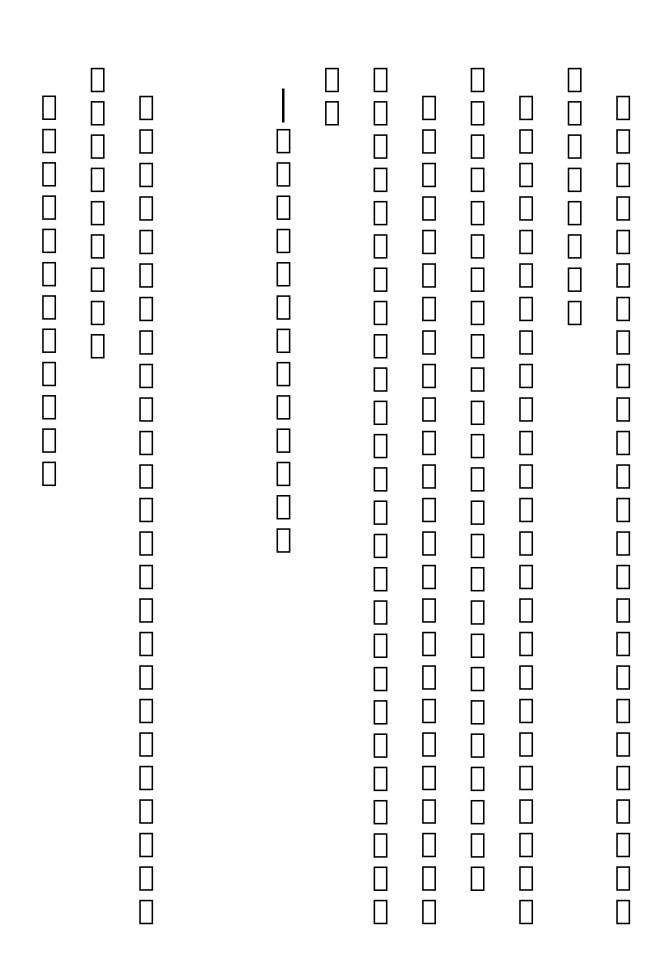


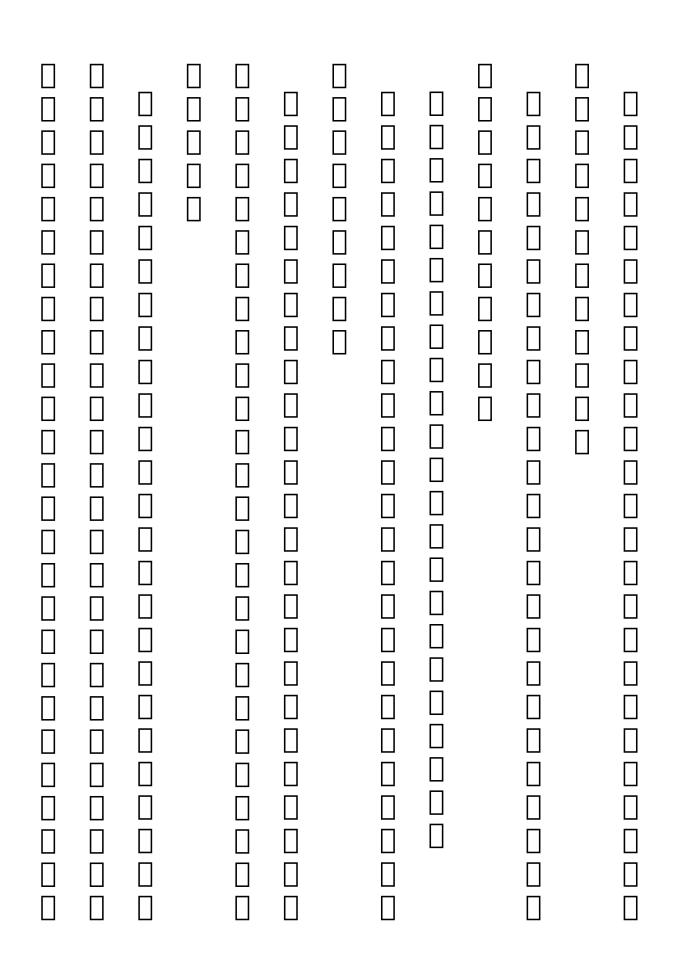


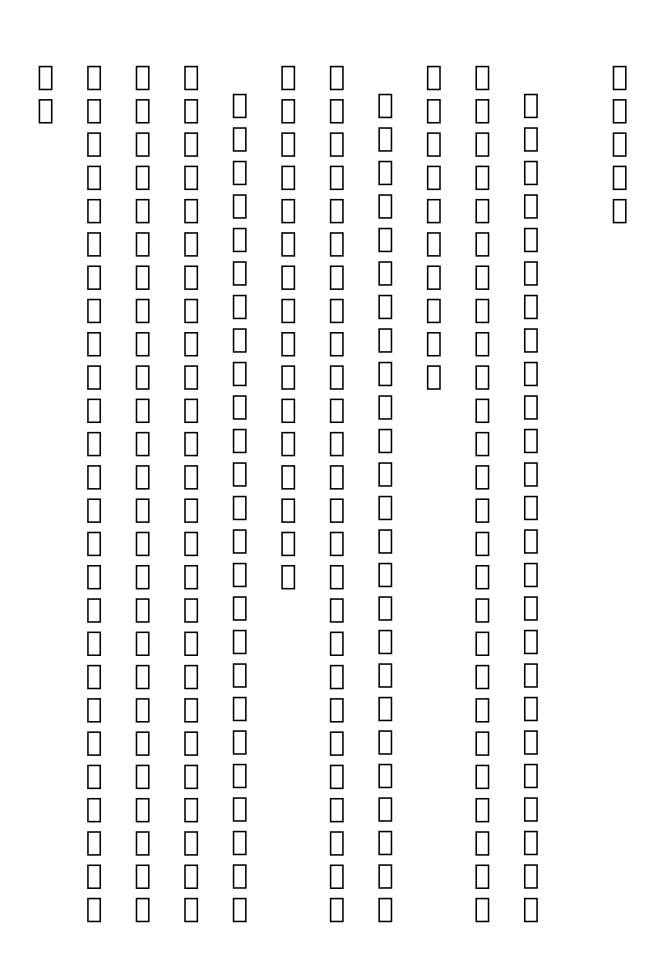
			_		

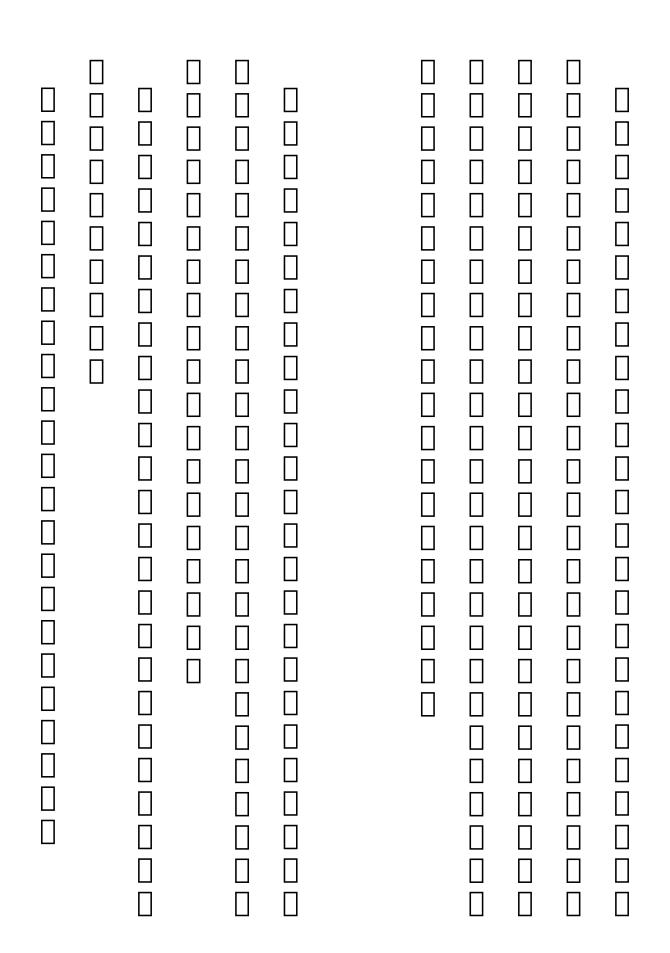


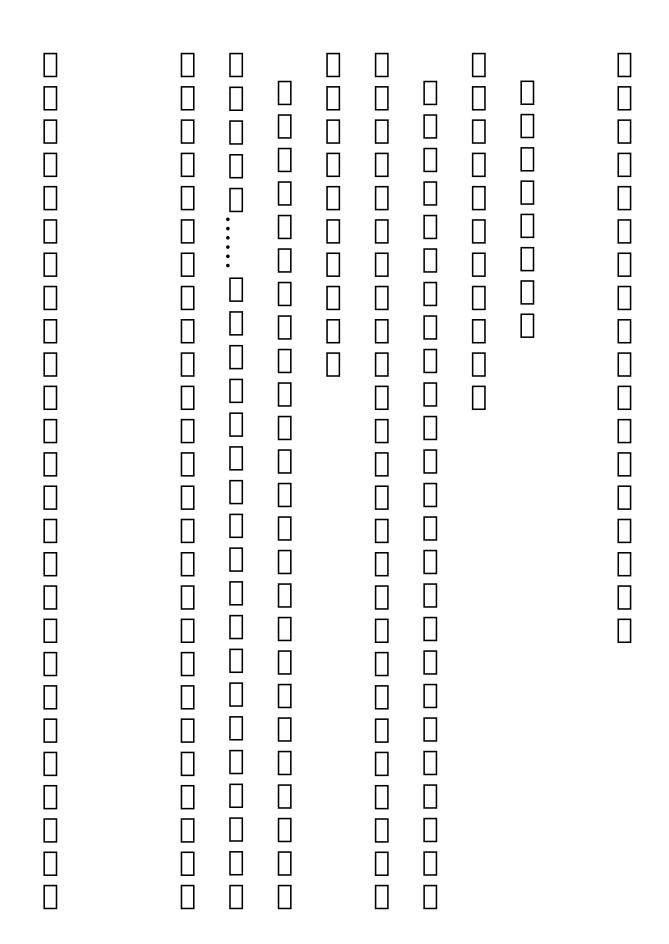


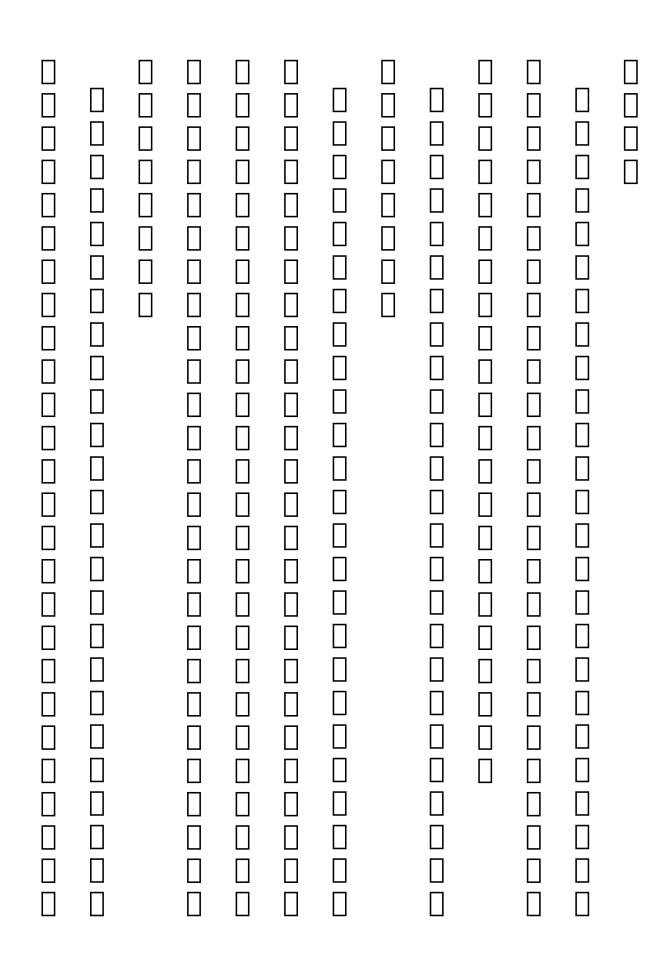


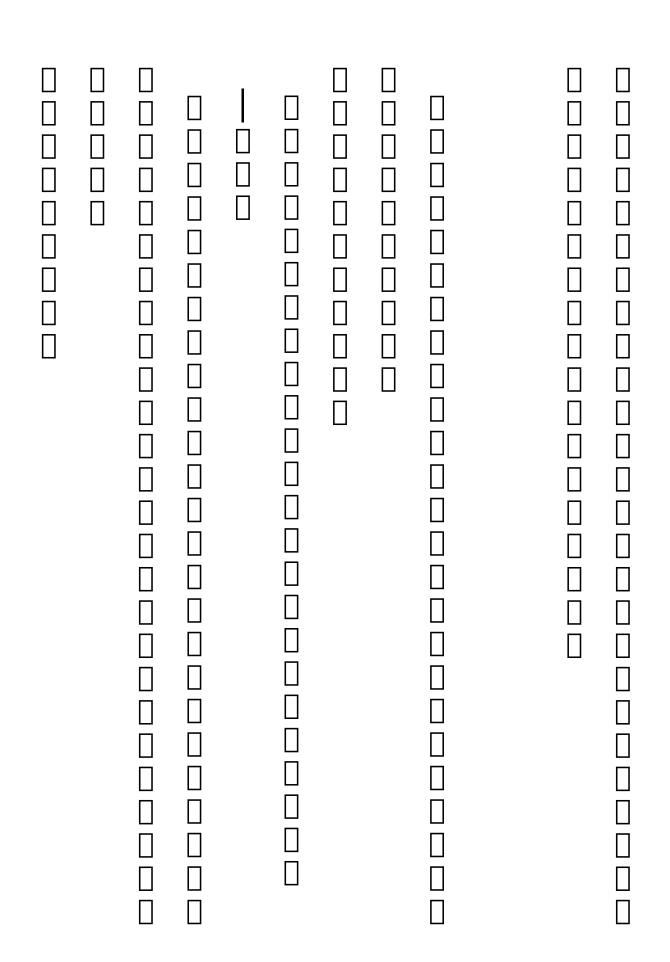


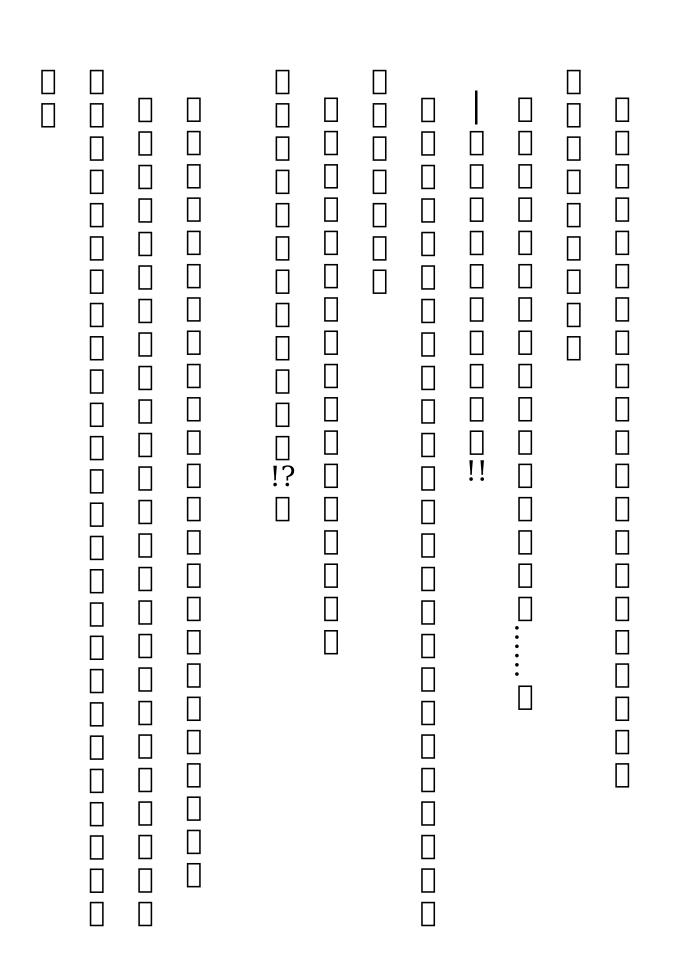


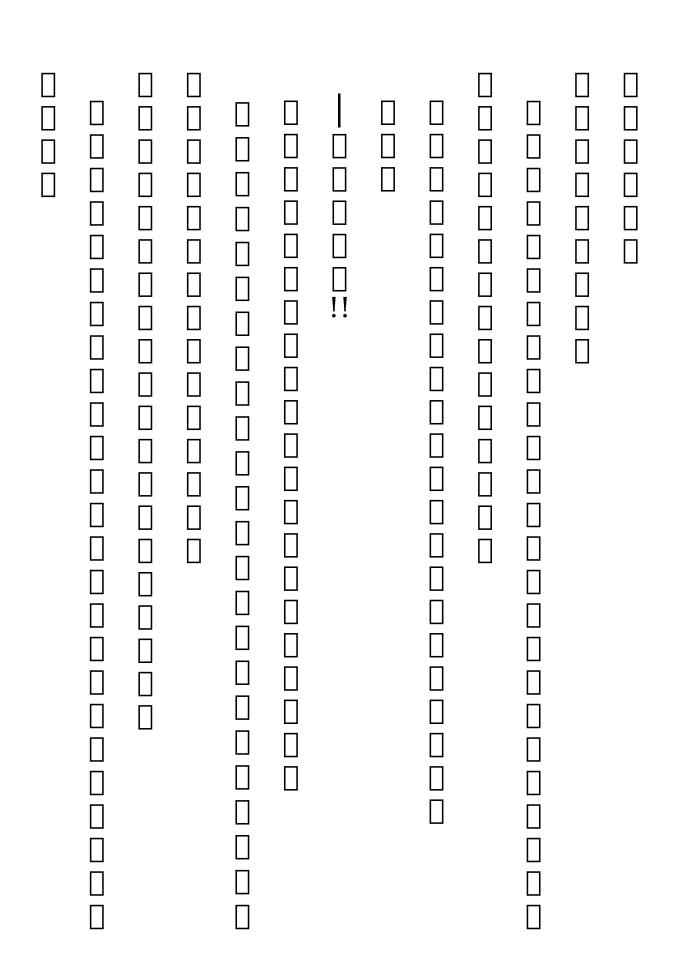


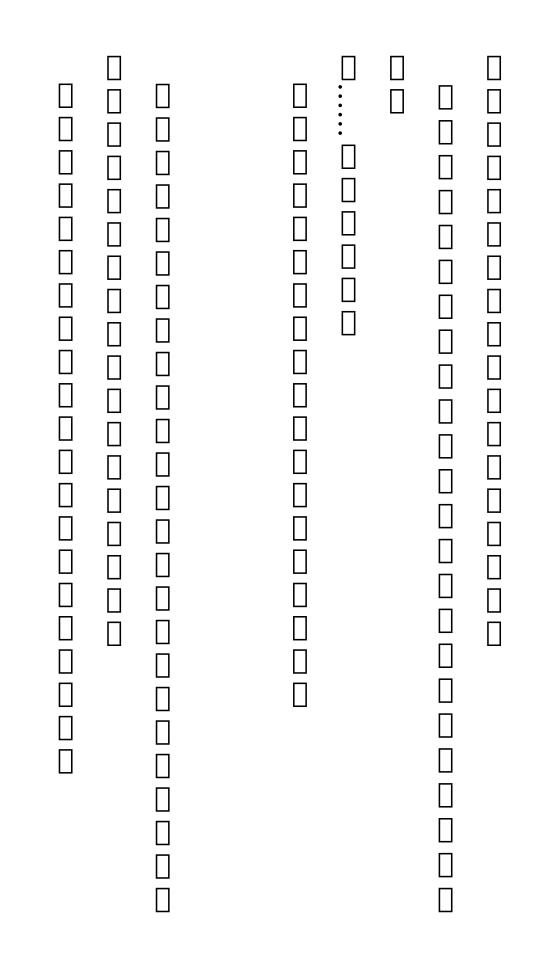




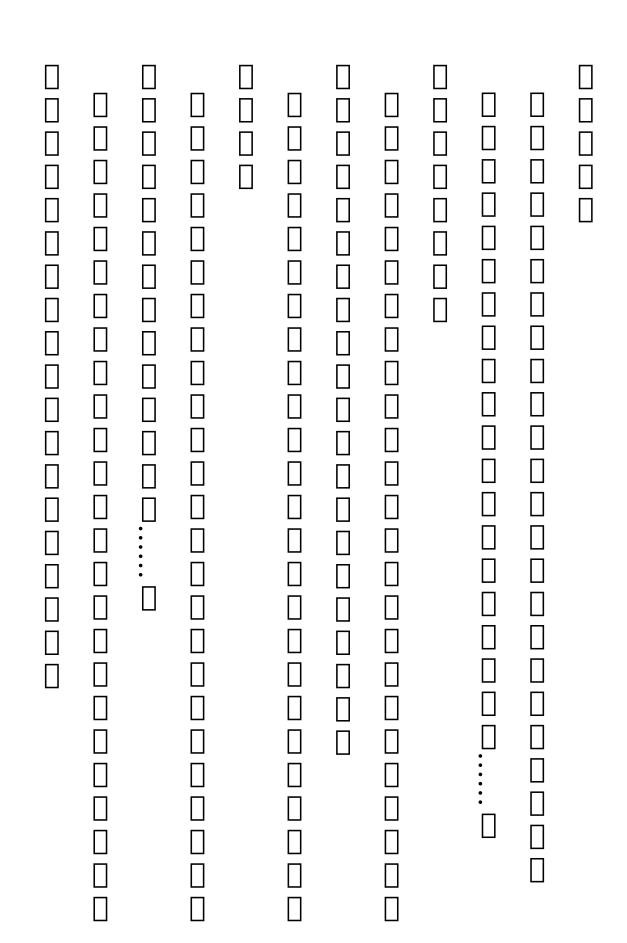


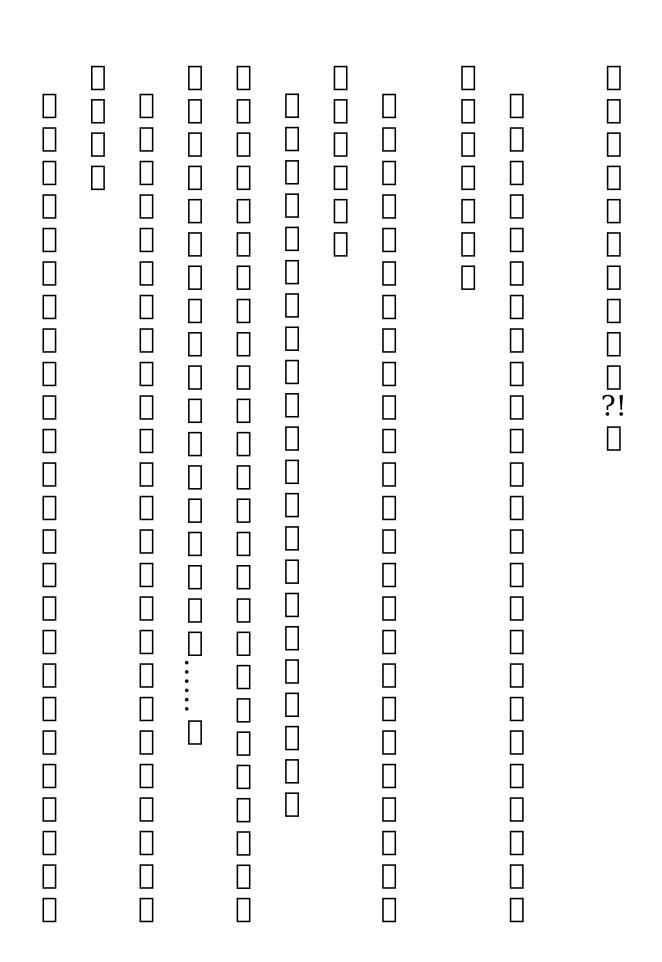


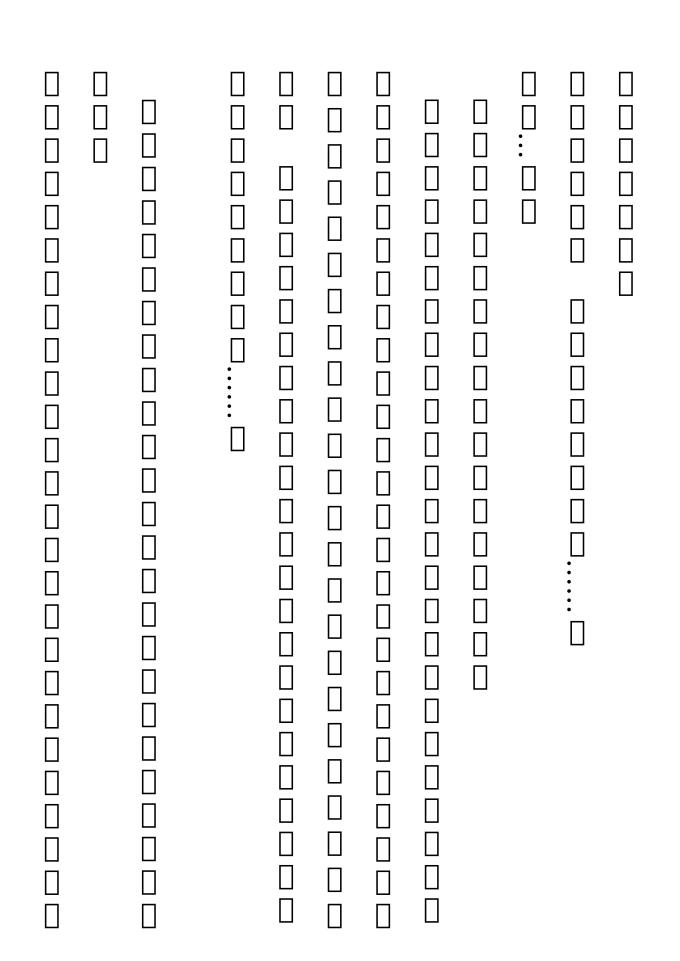


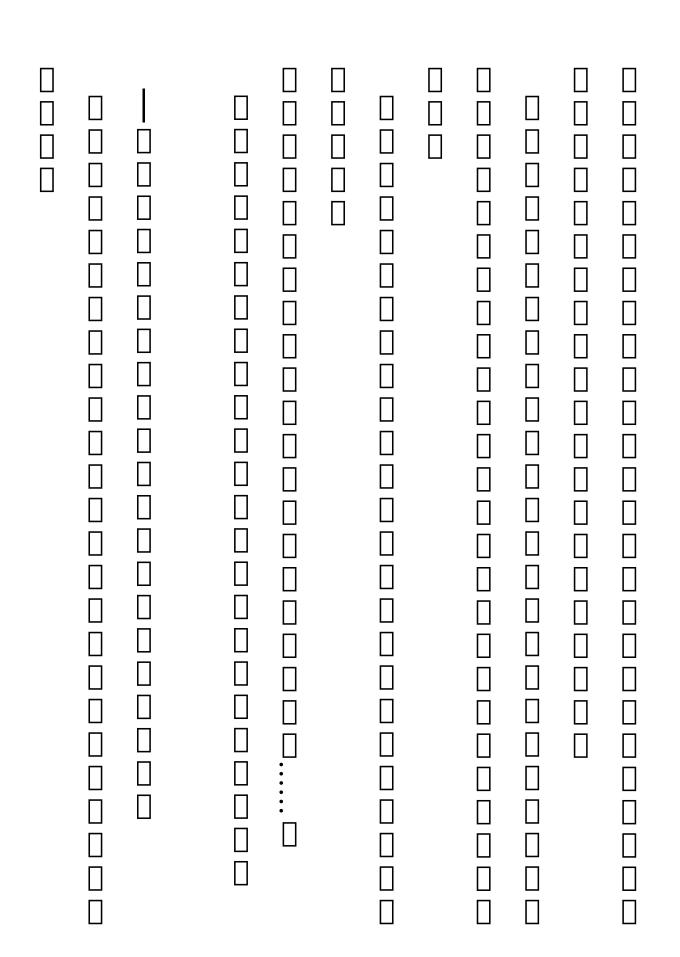


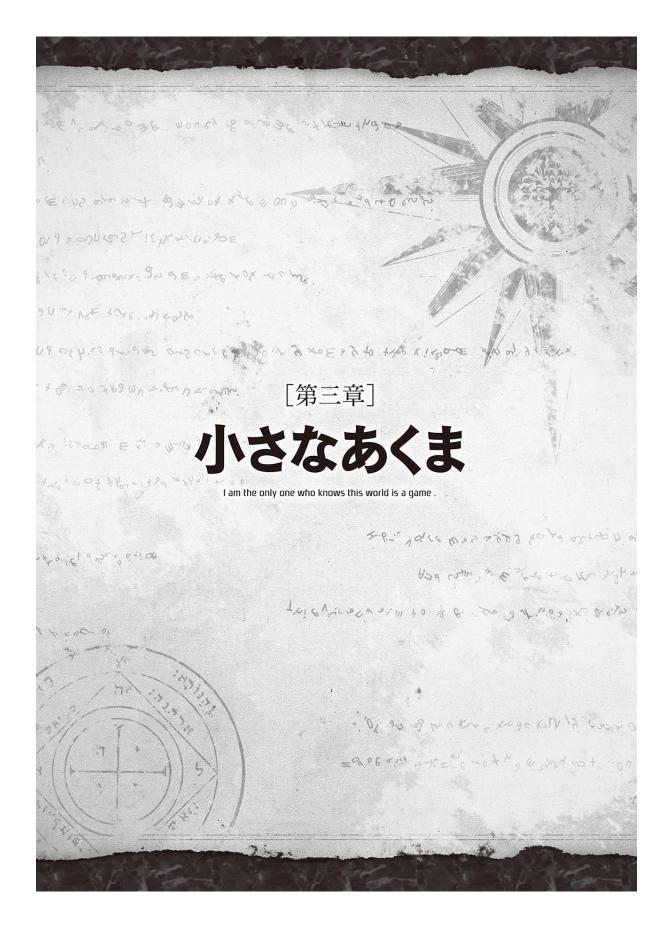


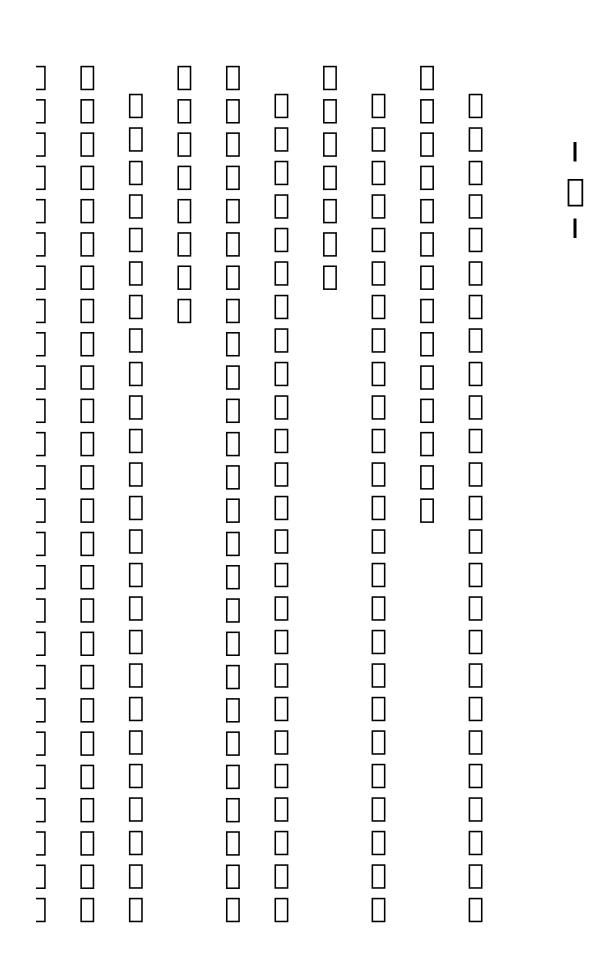


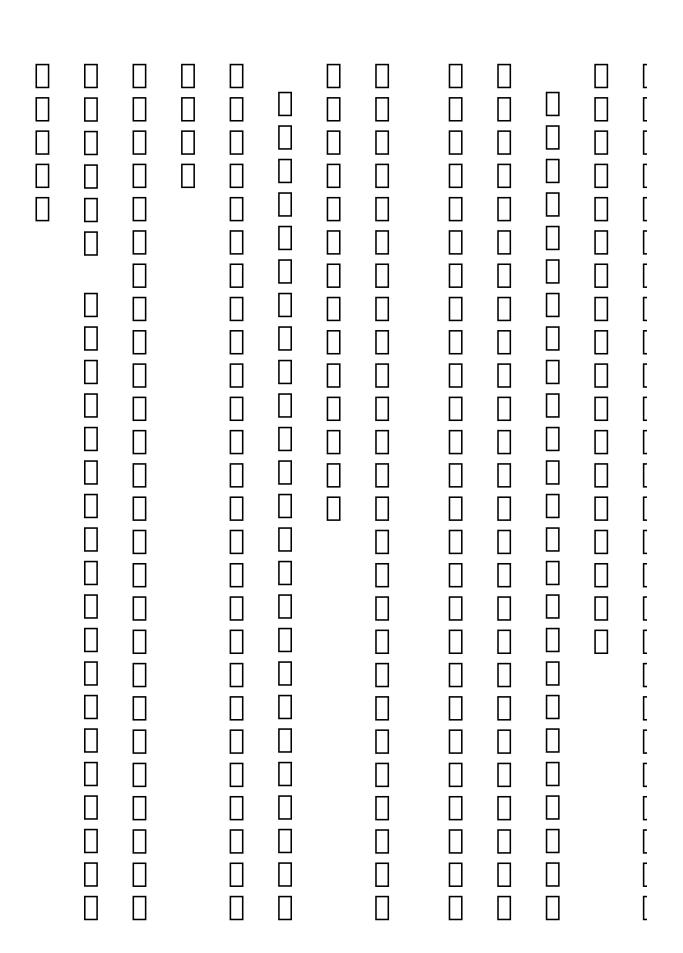


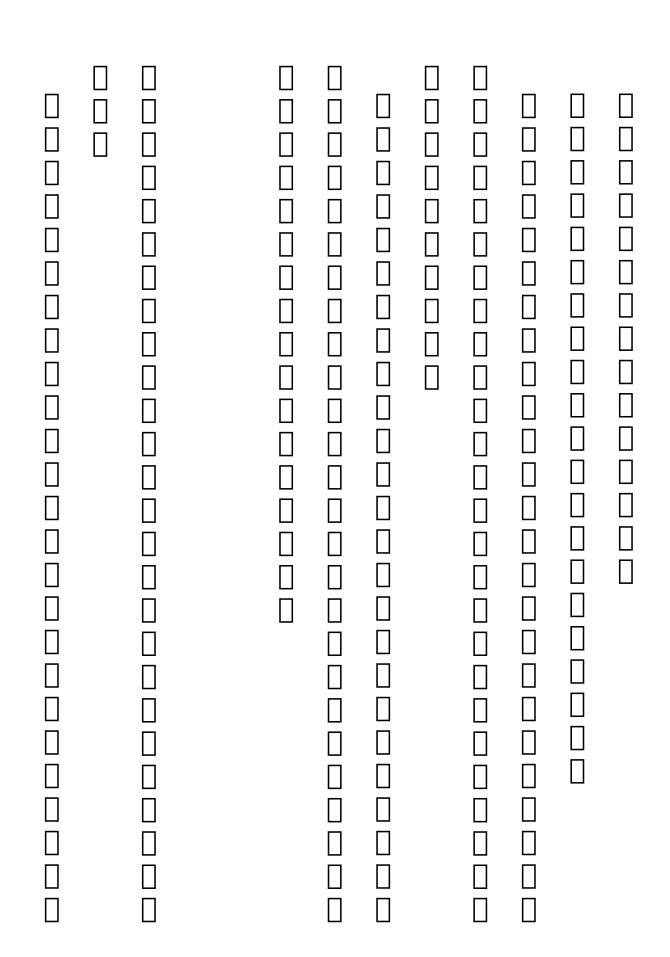




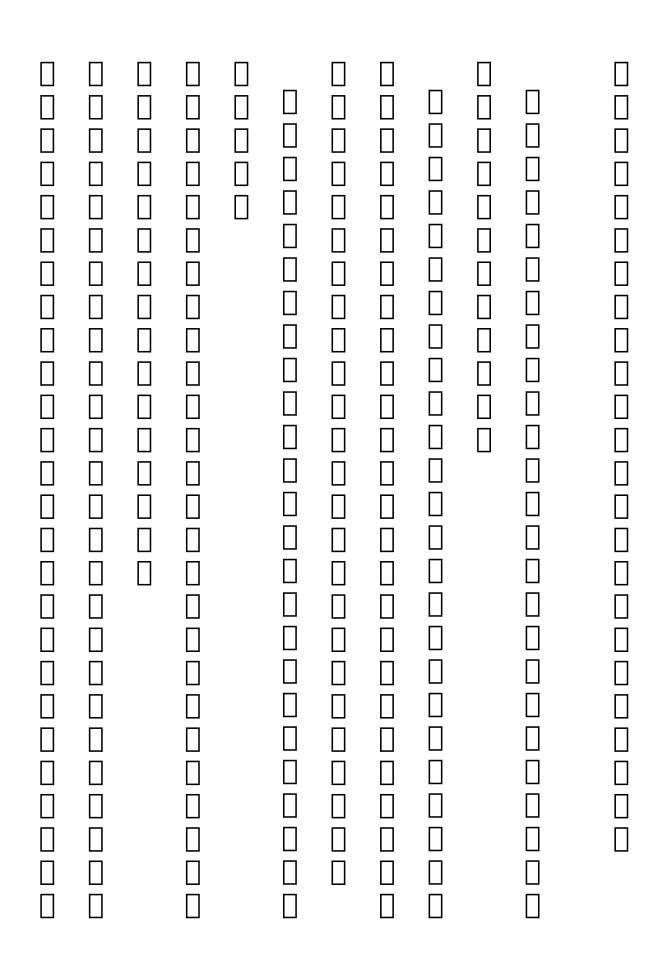


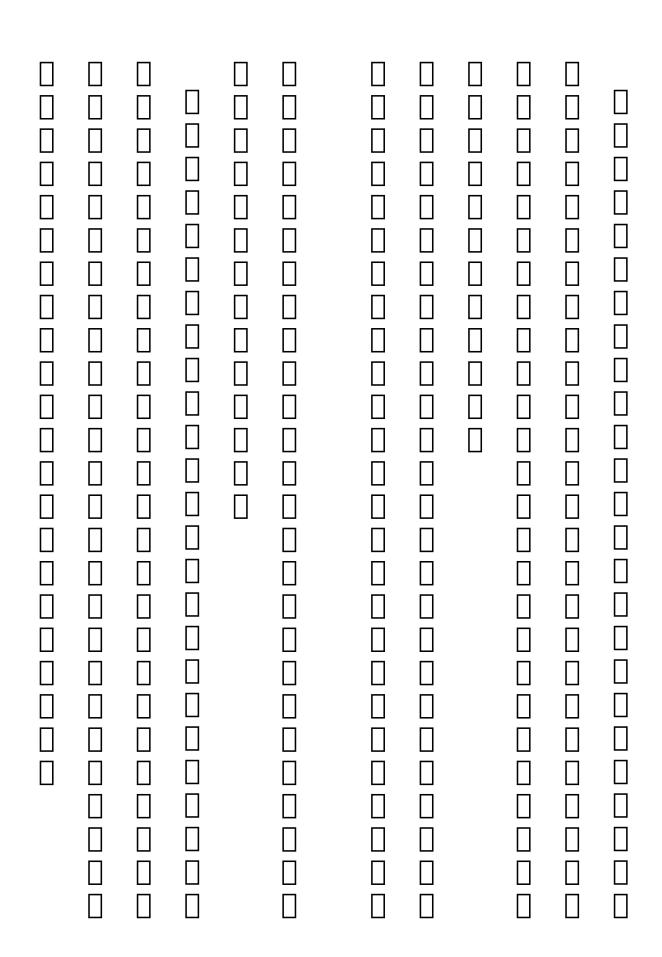


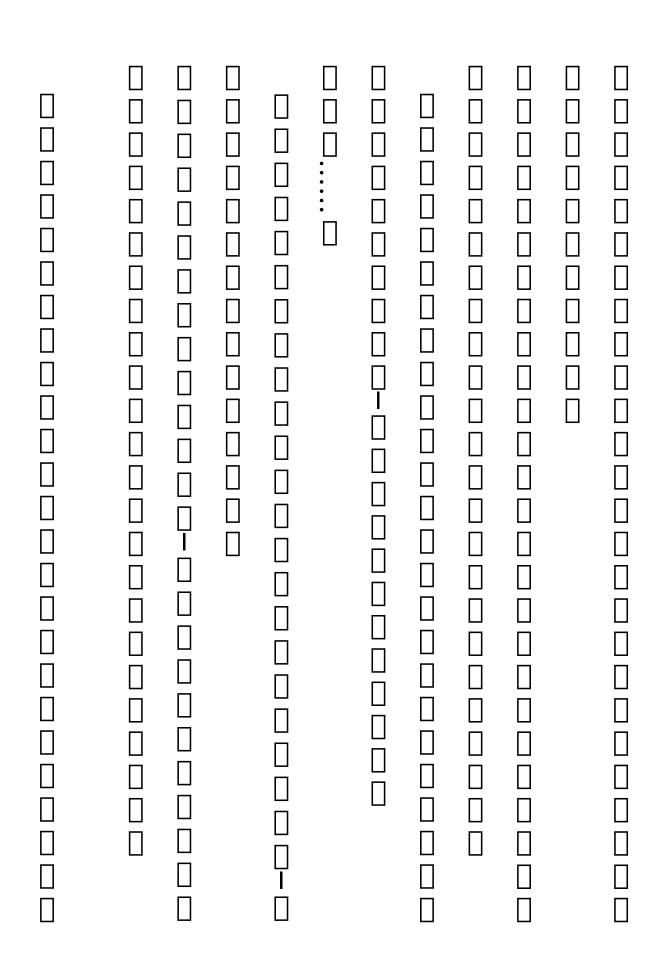


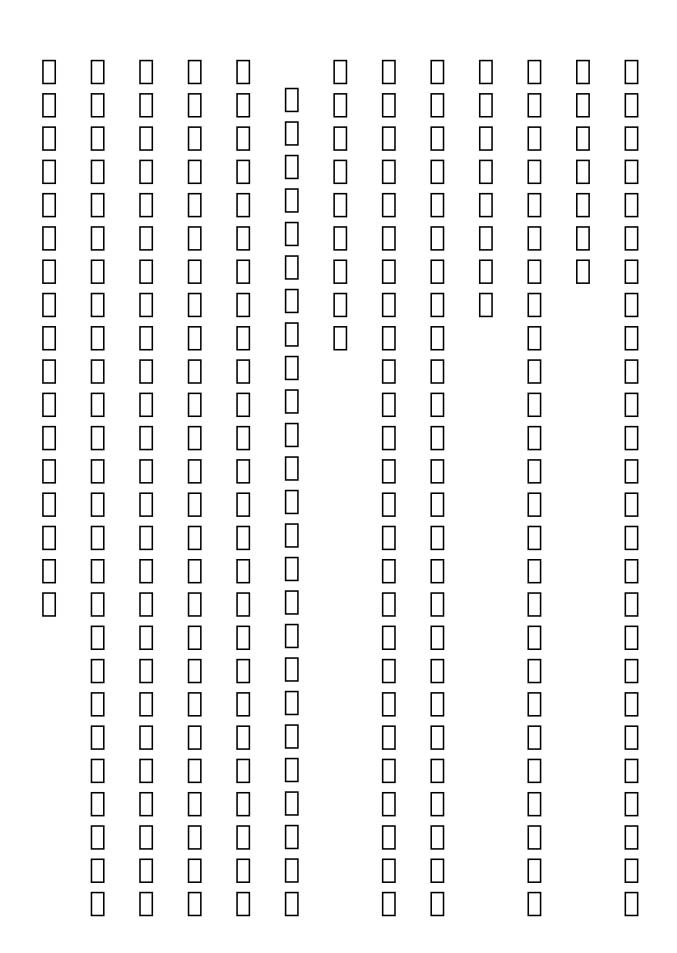


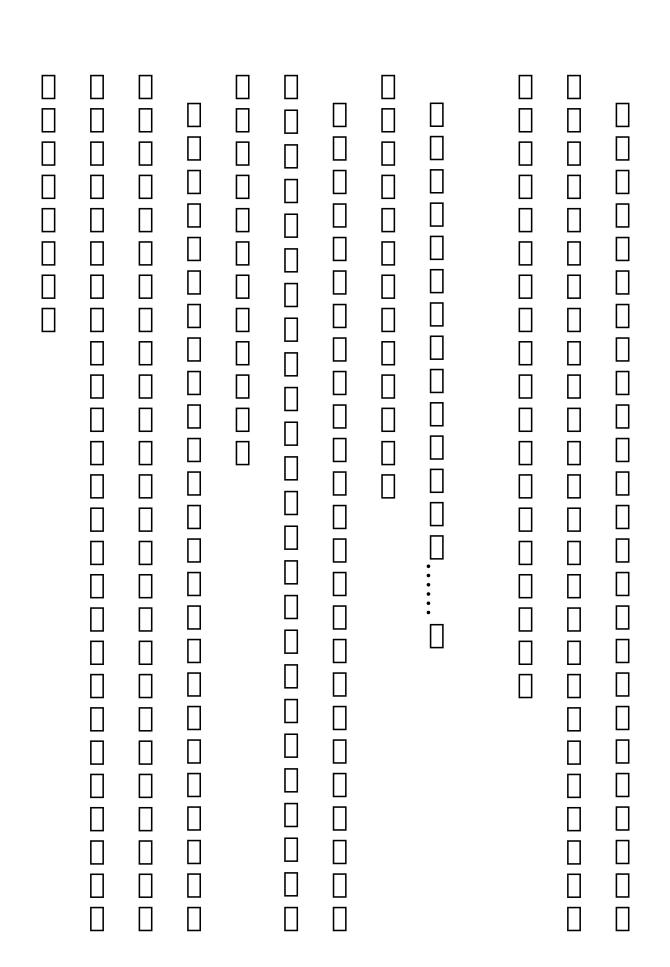
|--|

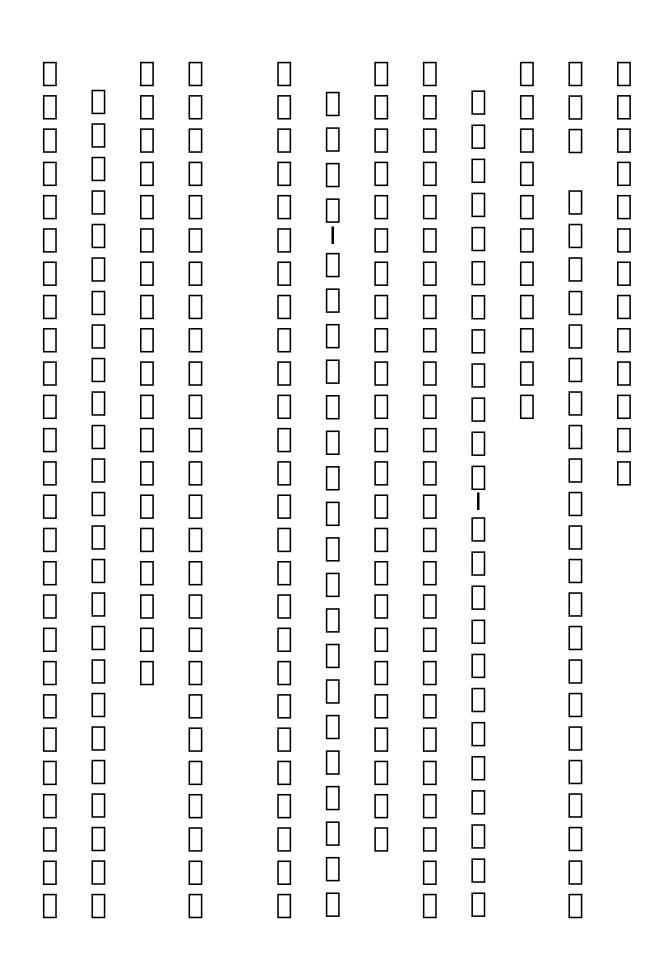


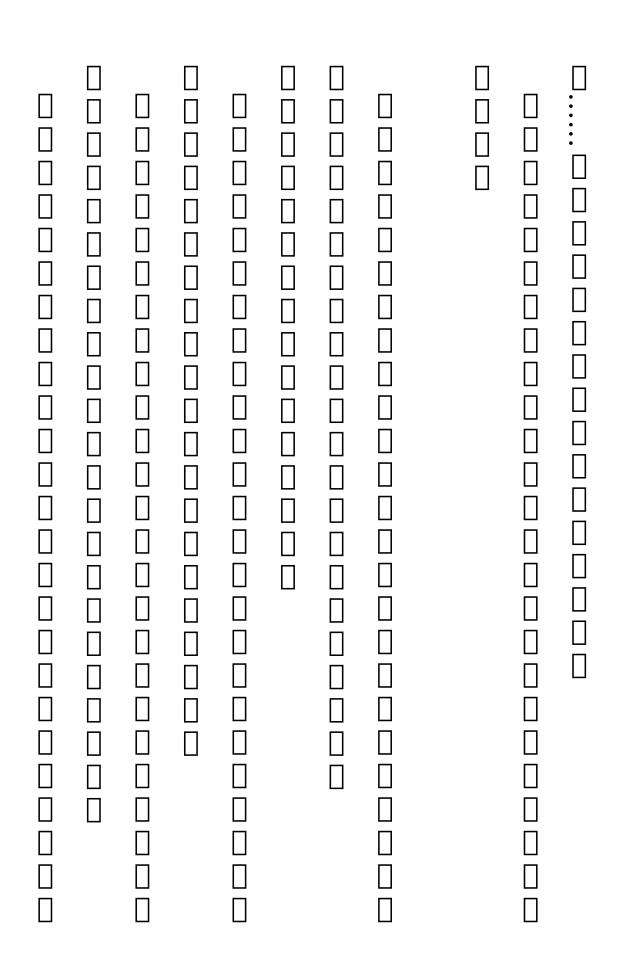


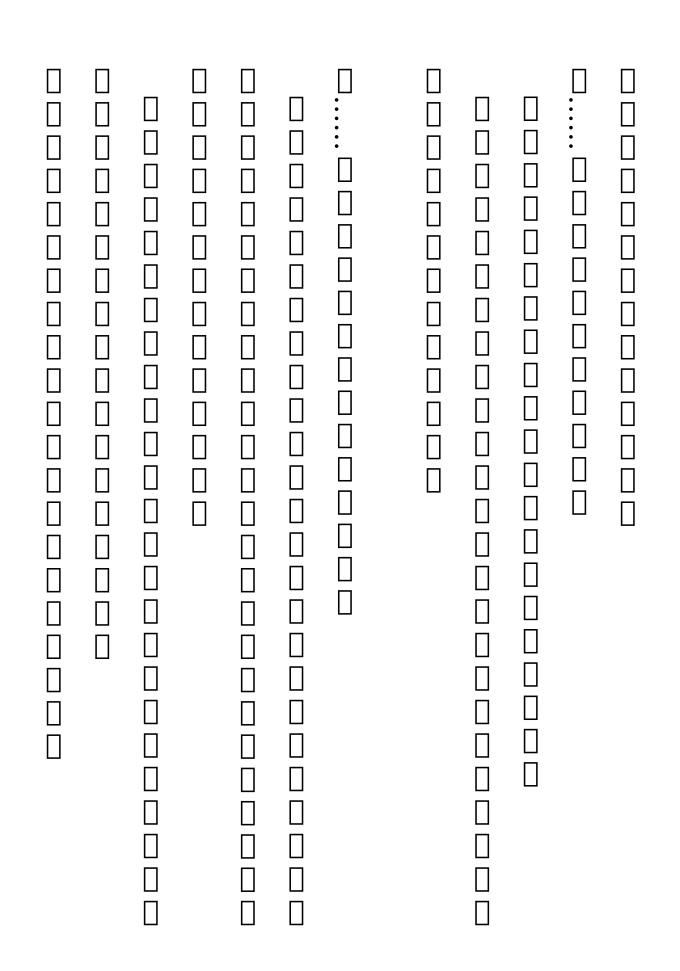


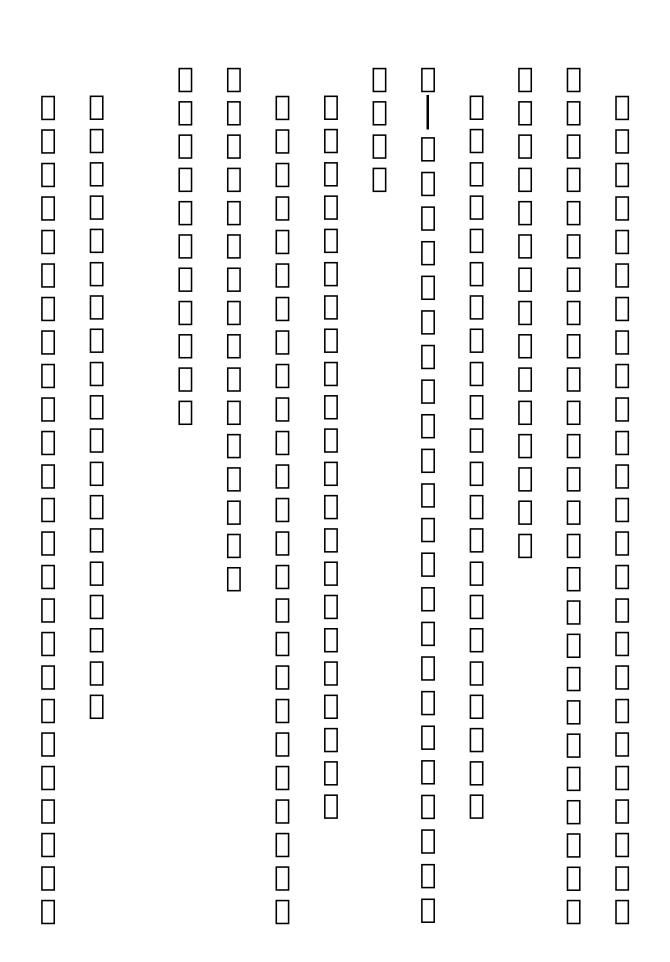


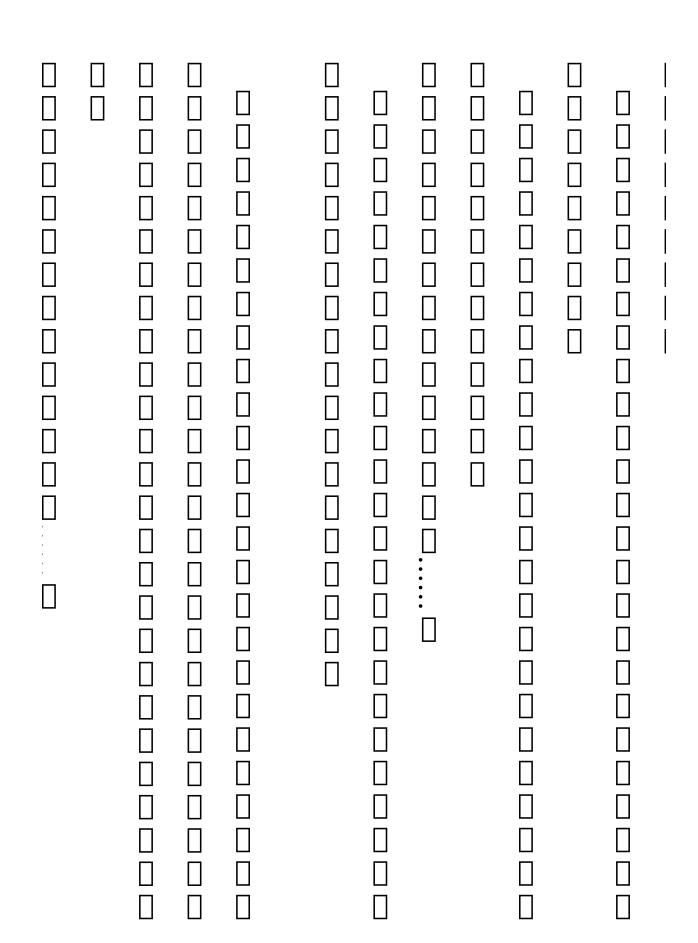


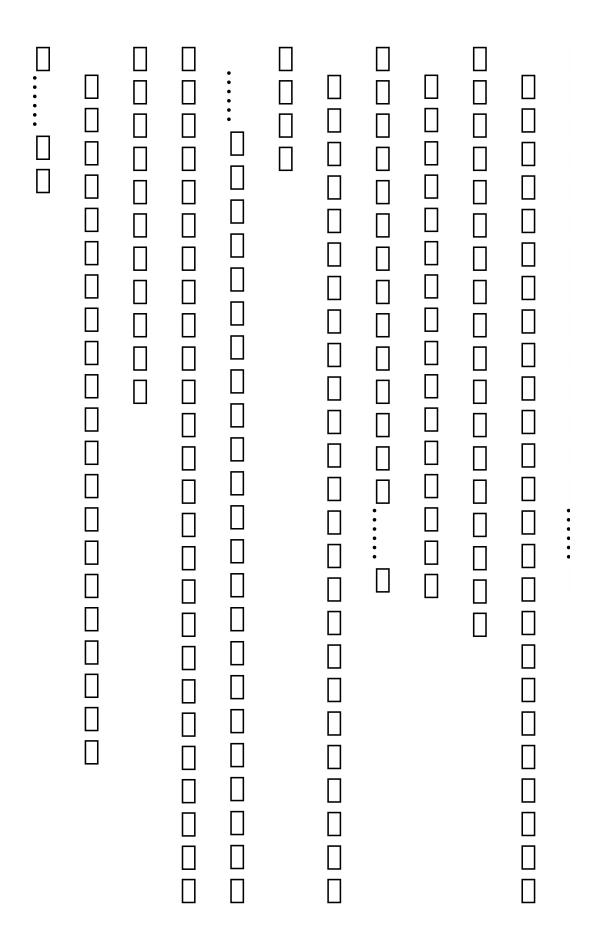


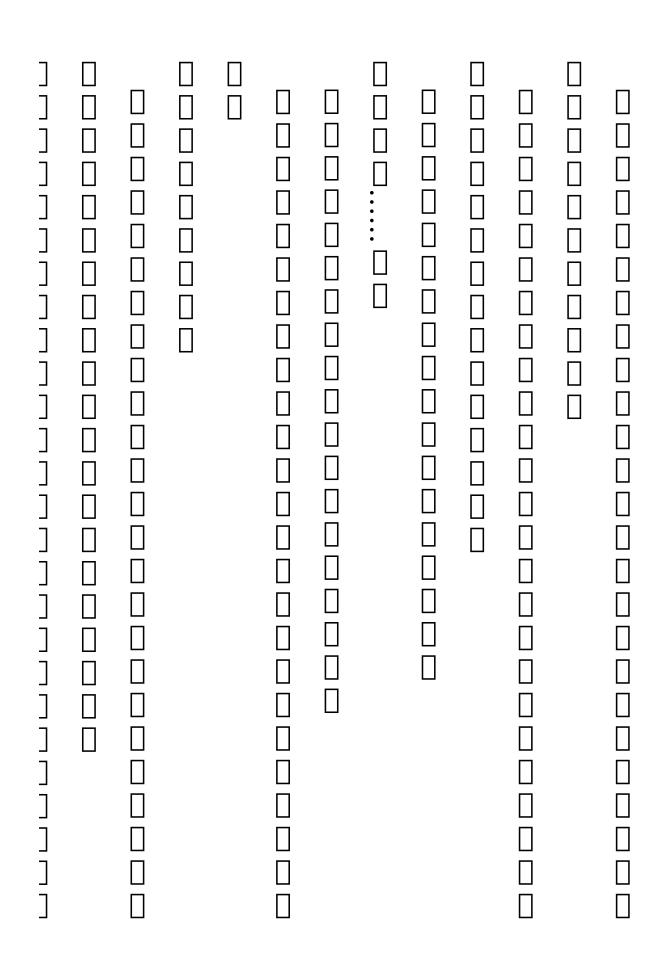






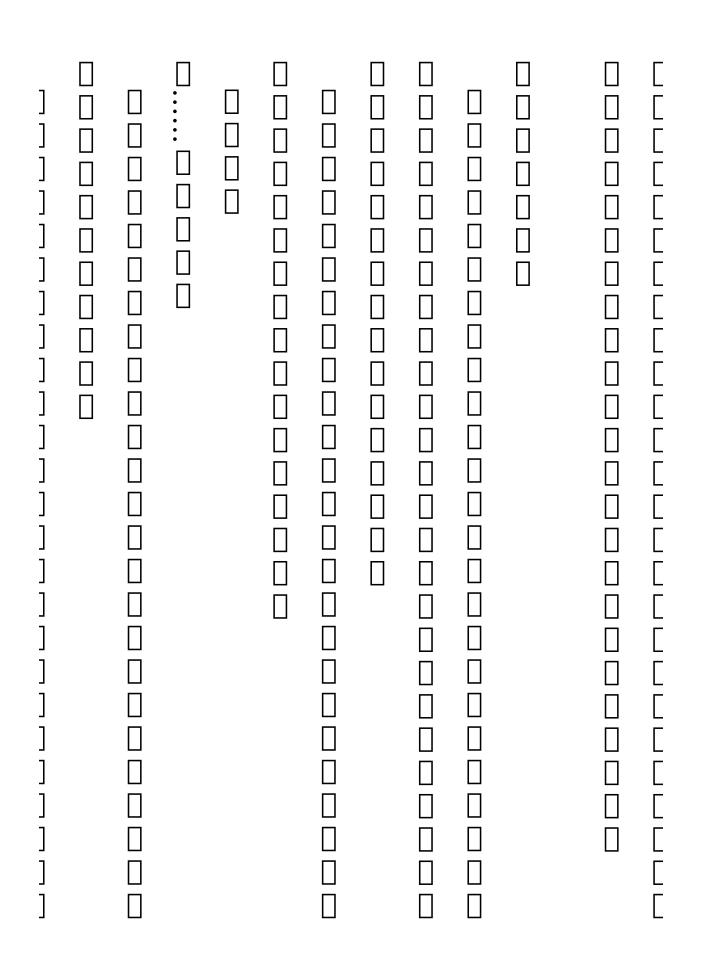




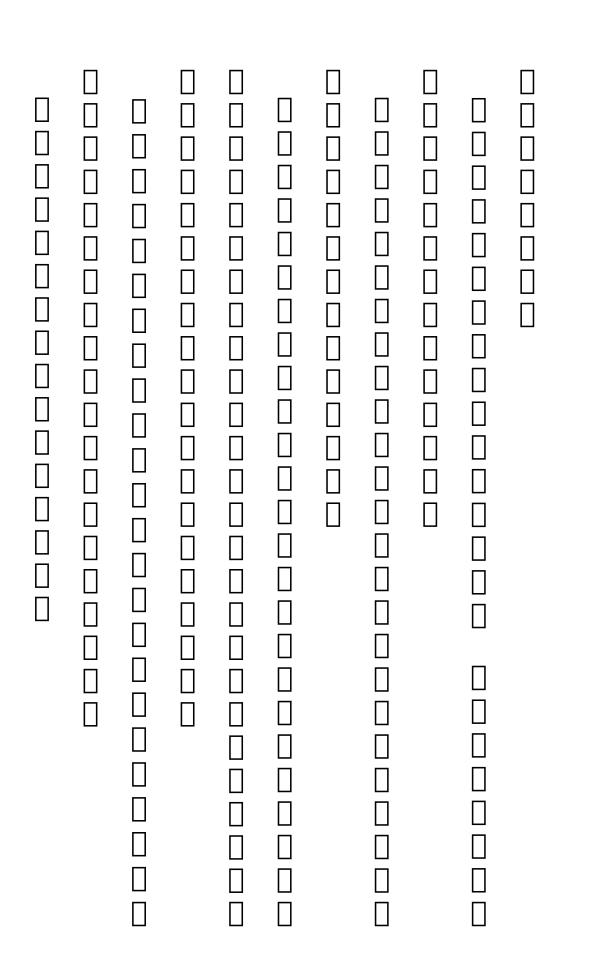


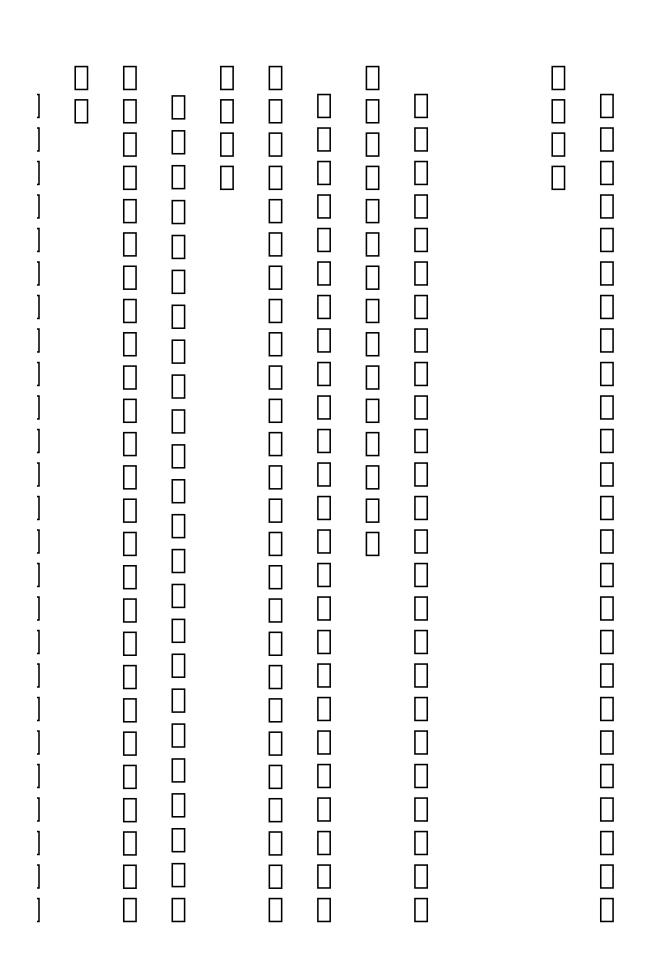
]						L

]		Ш					[

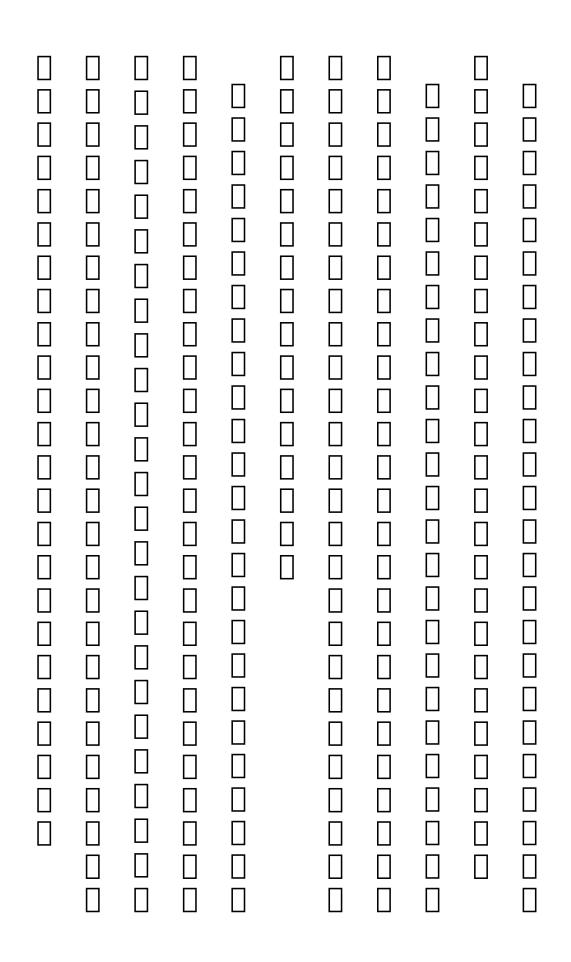


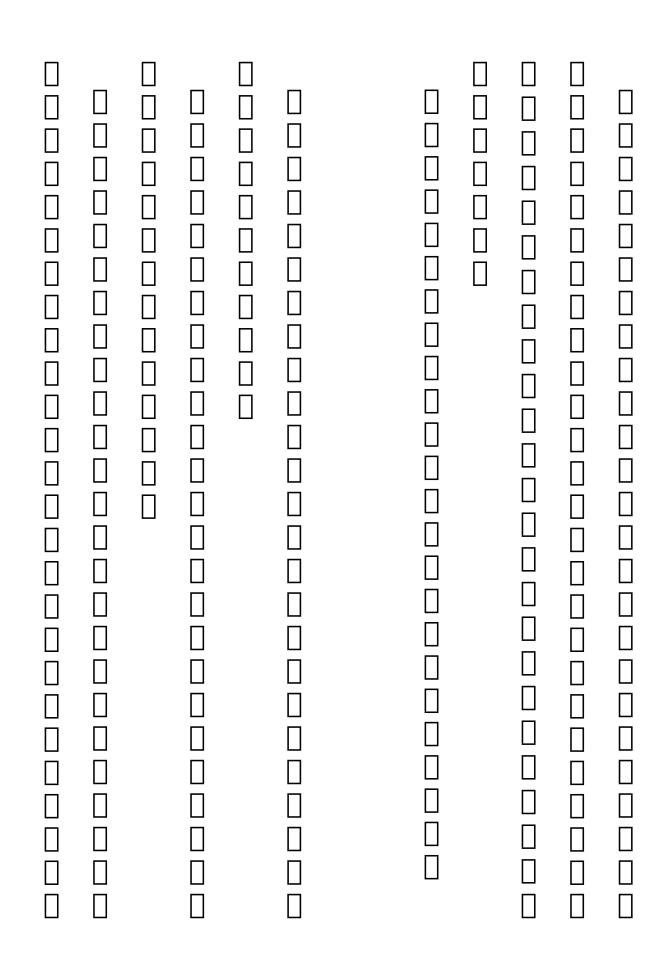
						[ [ [
]						

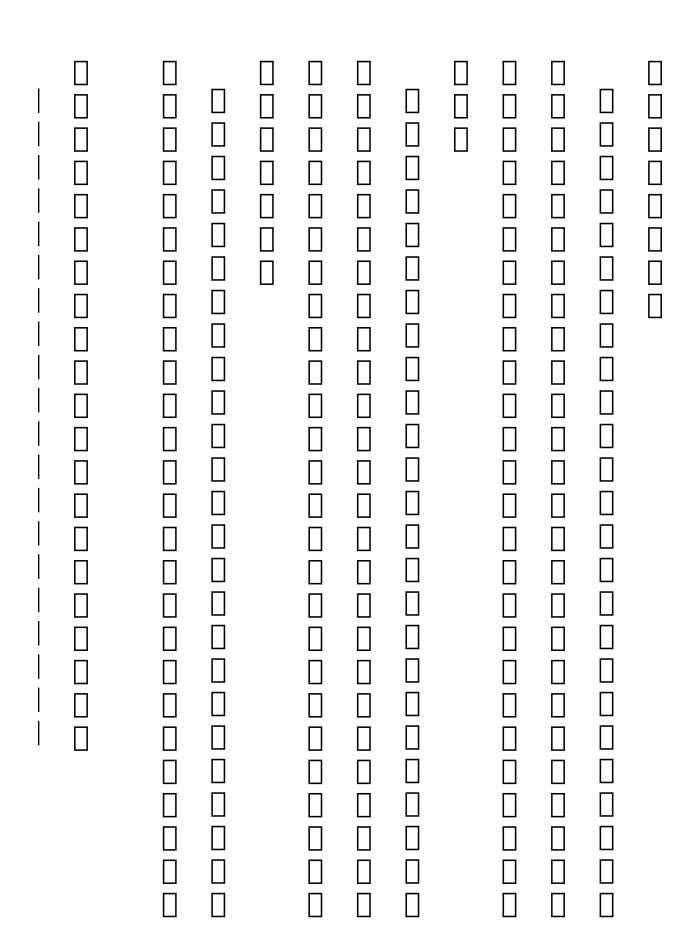


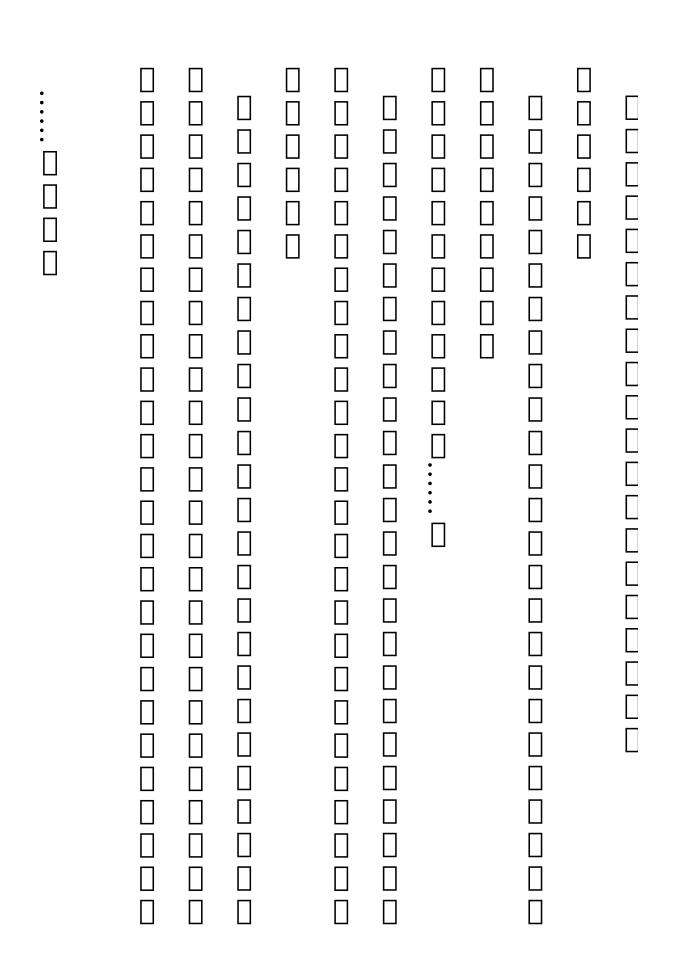


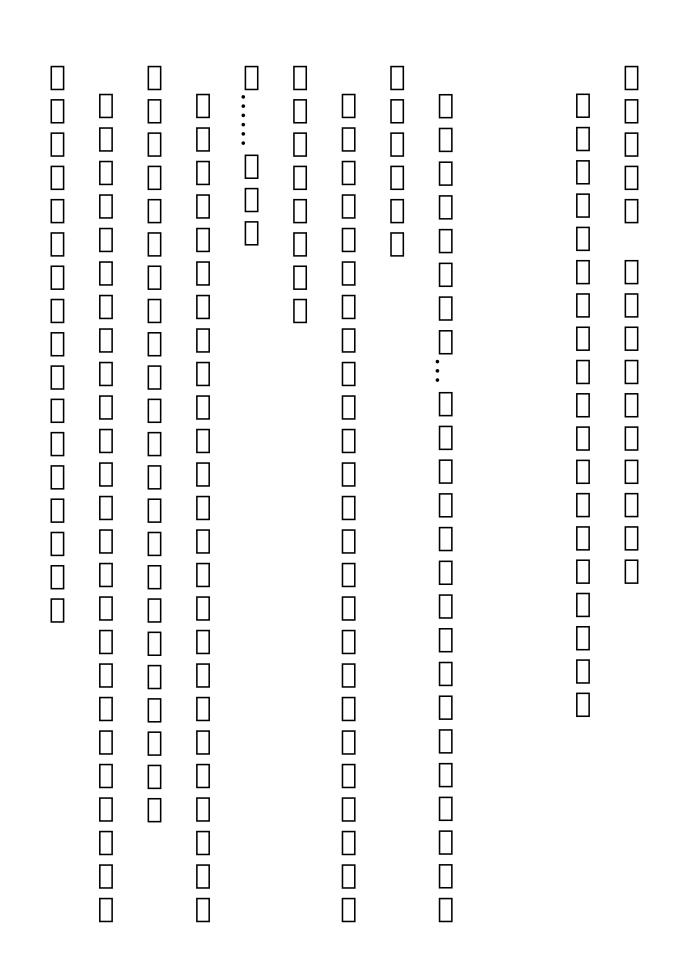
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

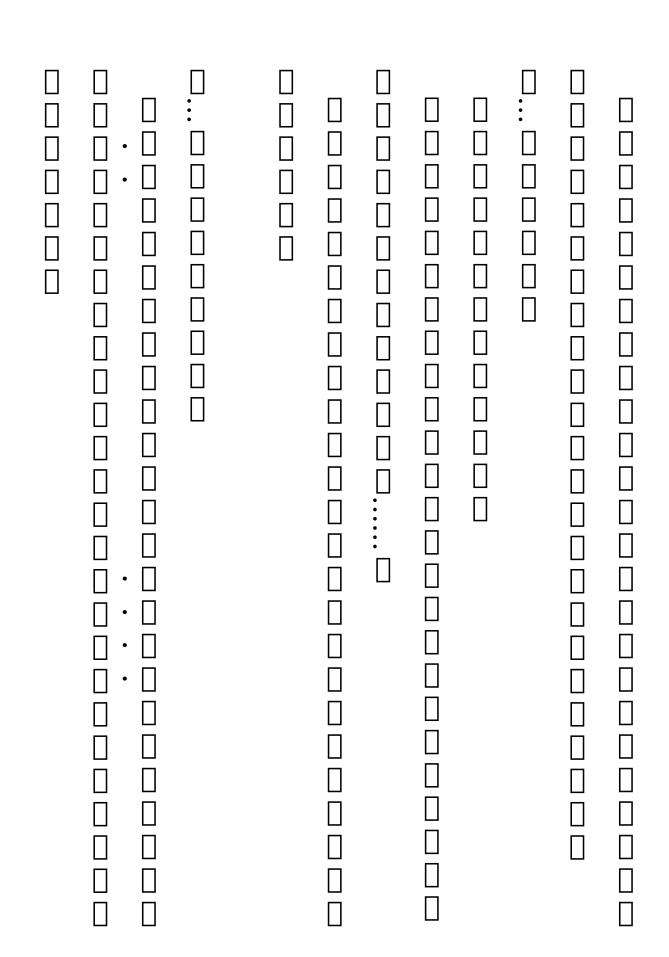


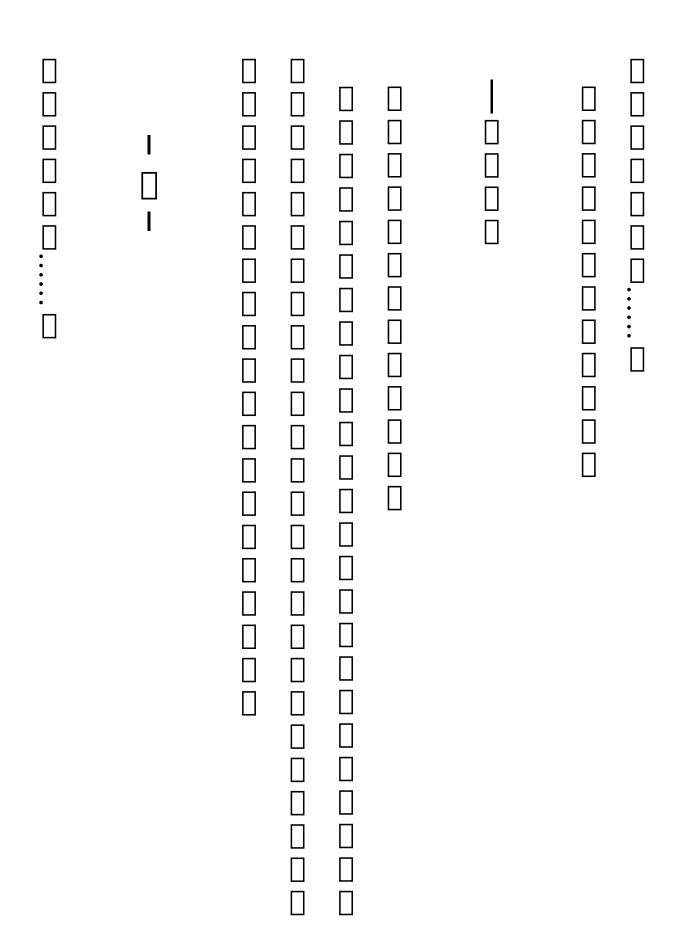


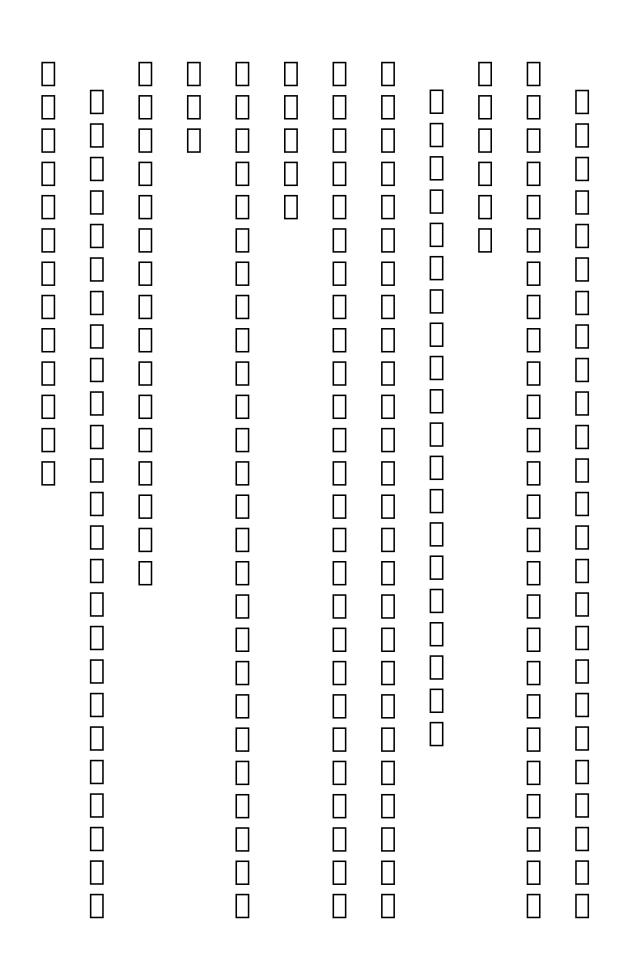


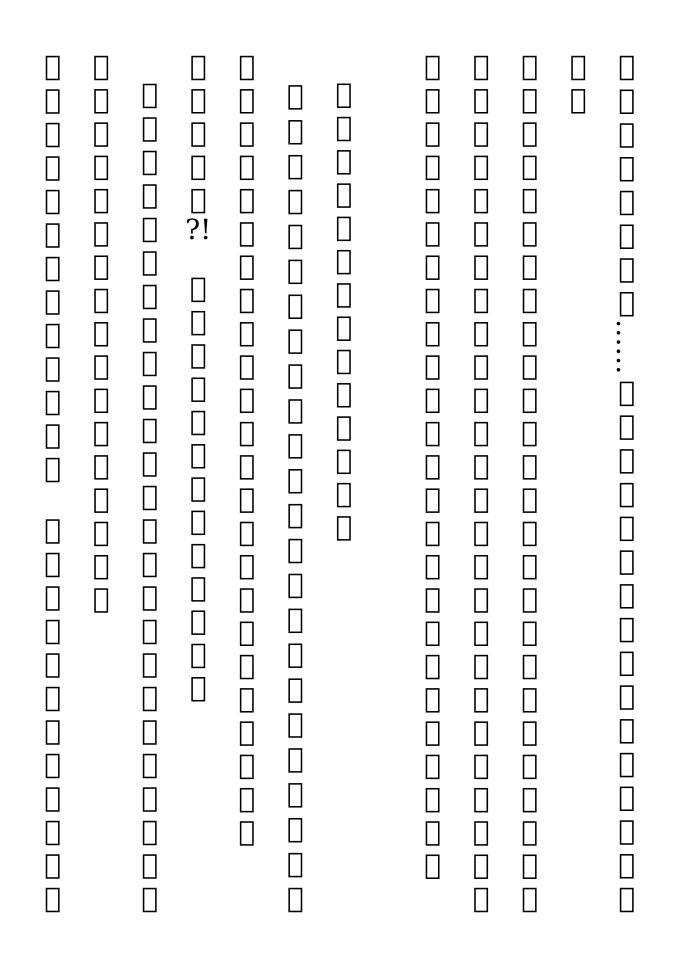


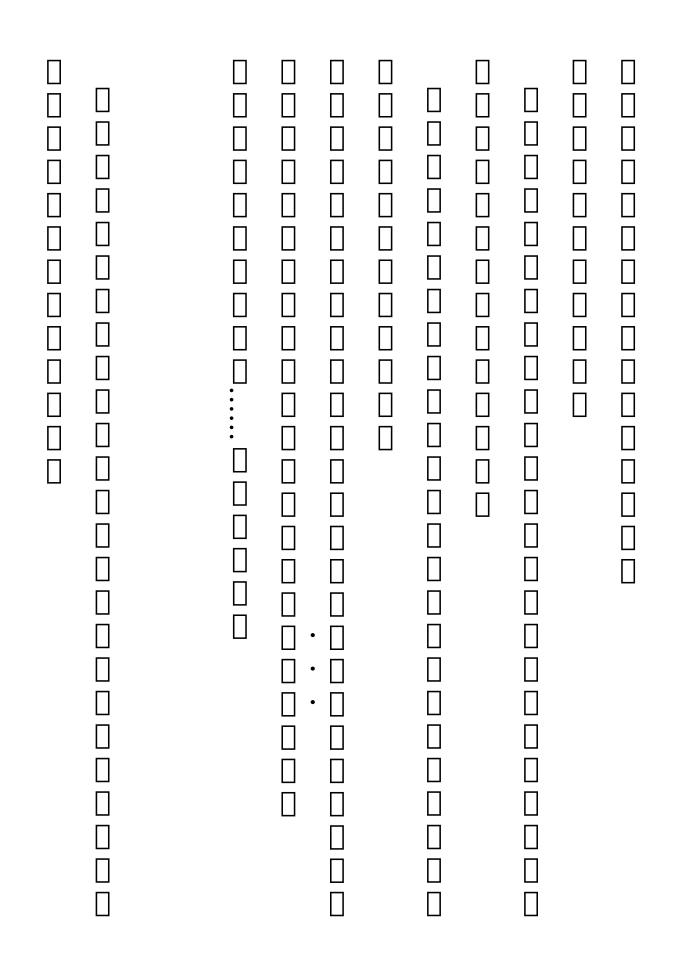


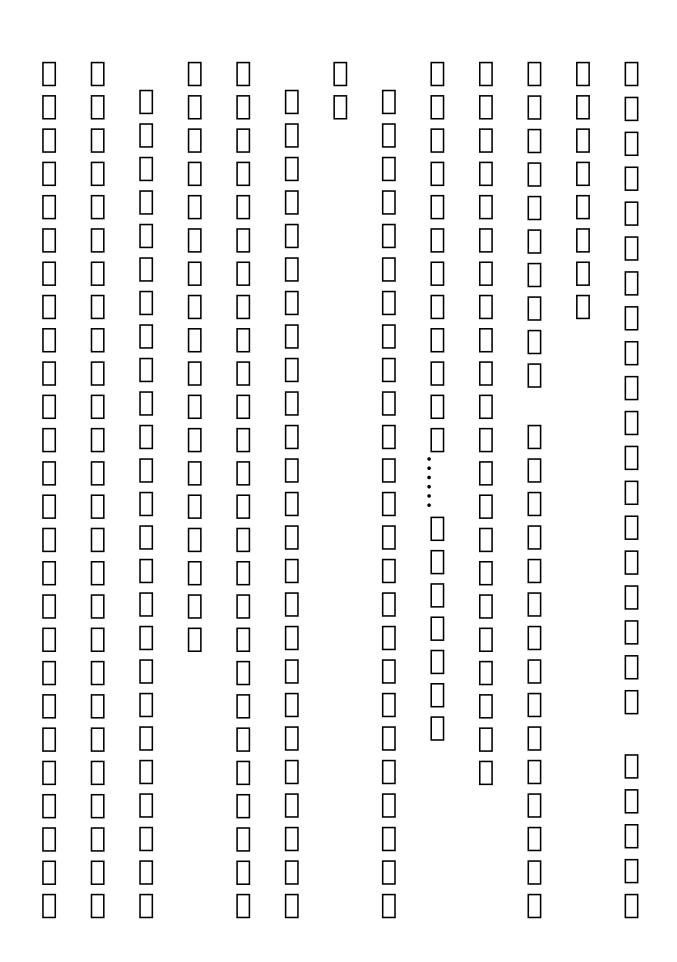


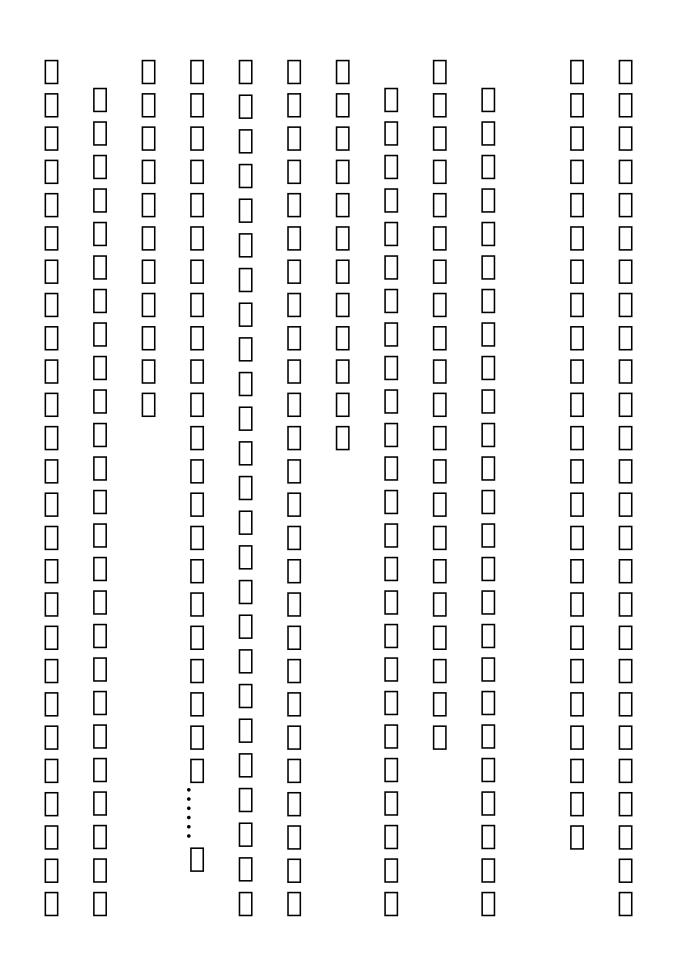


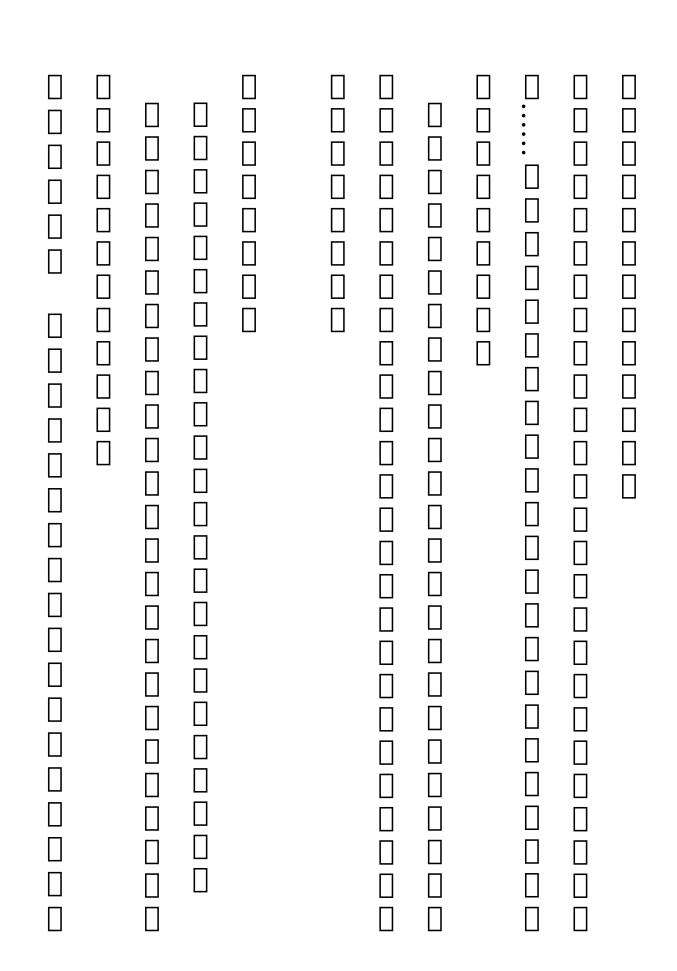


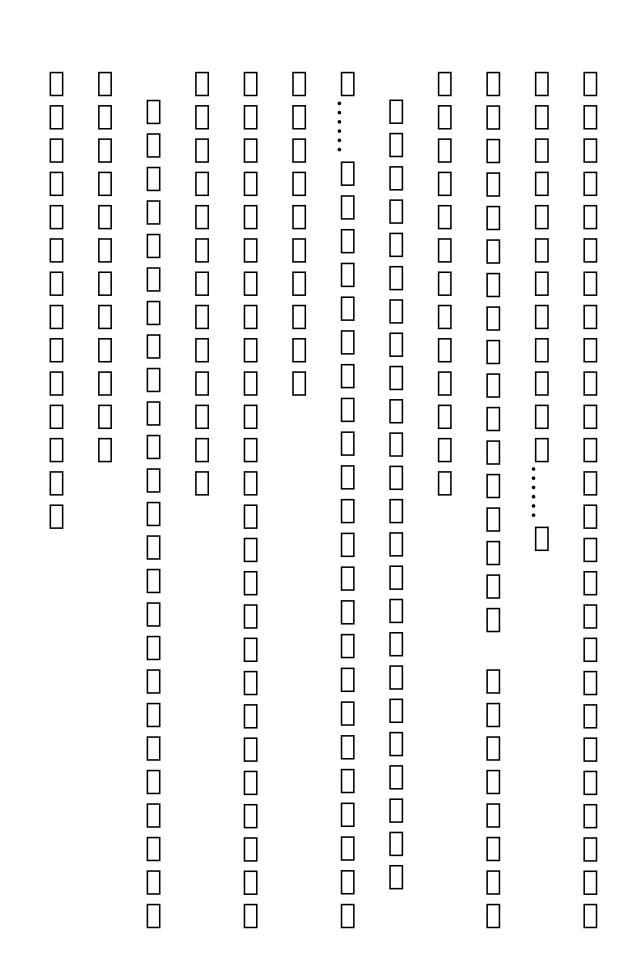


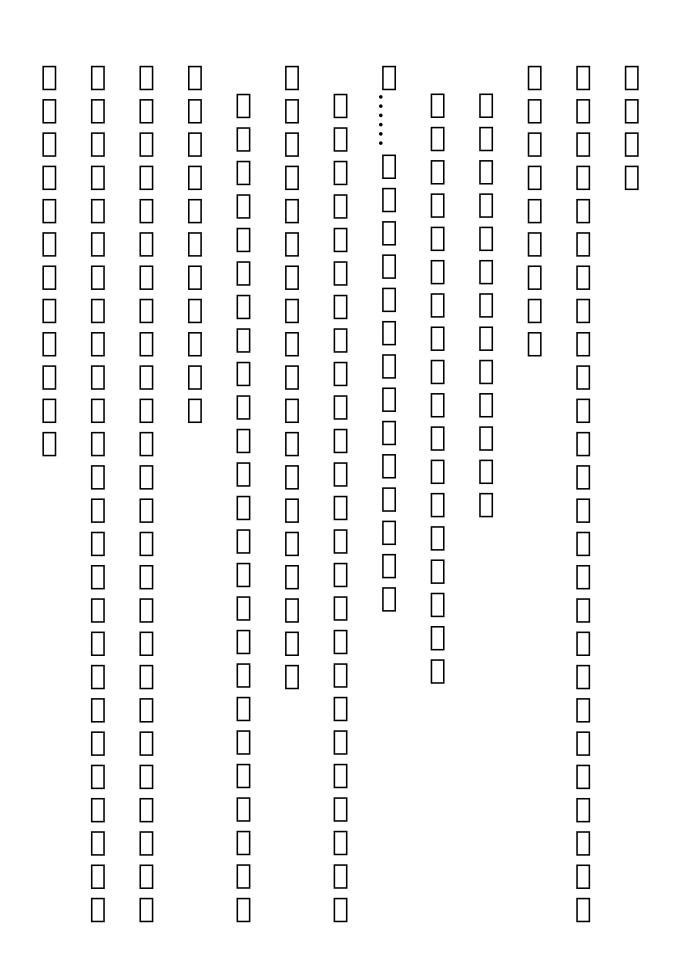


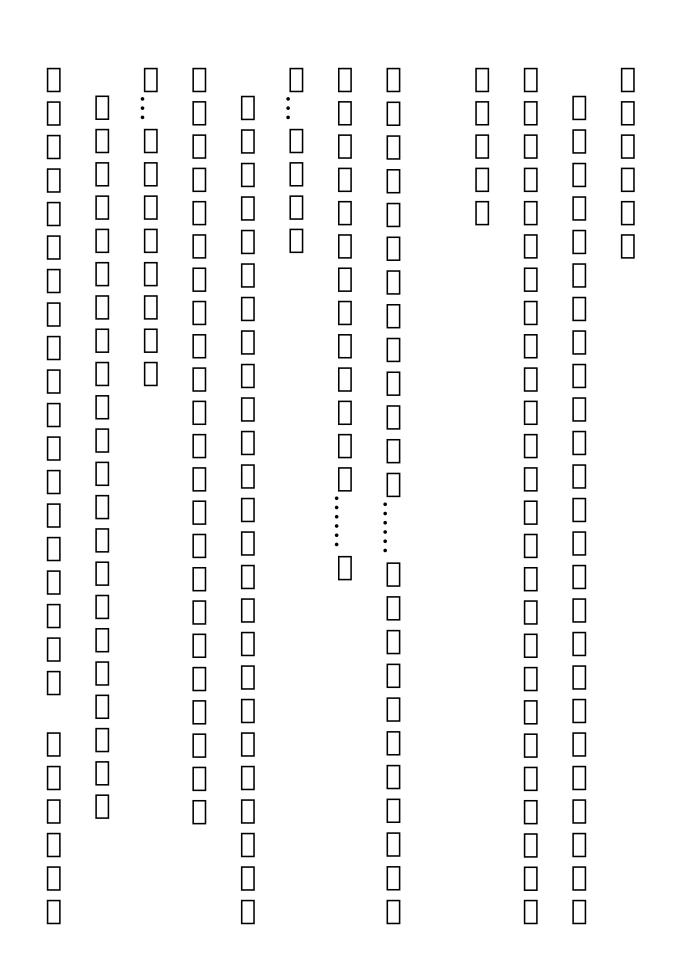


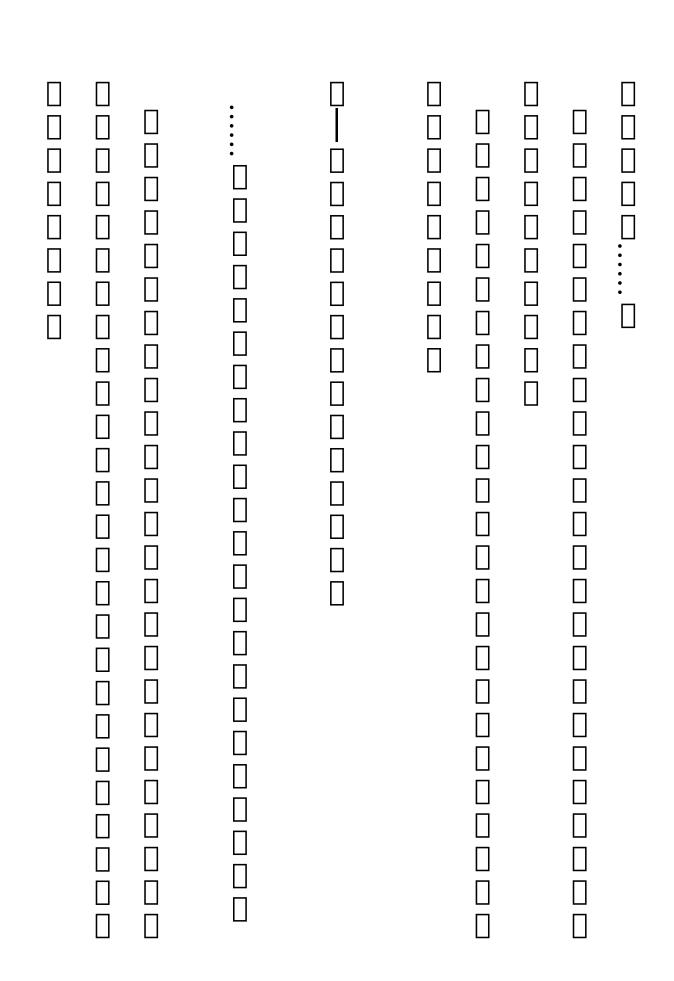


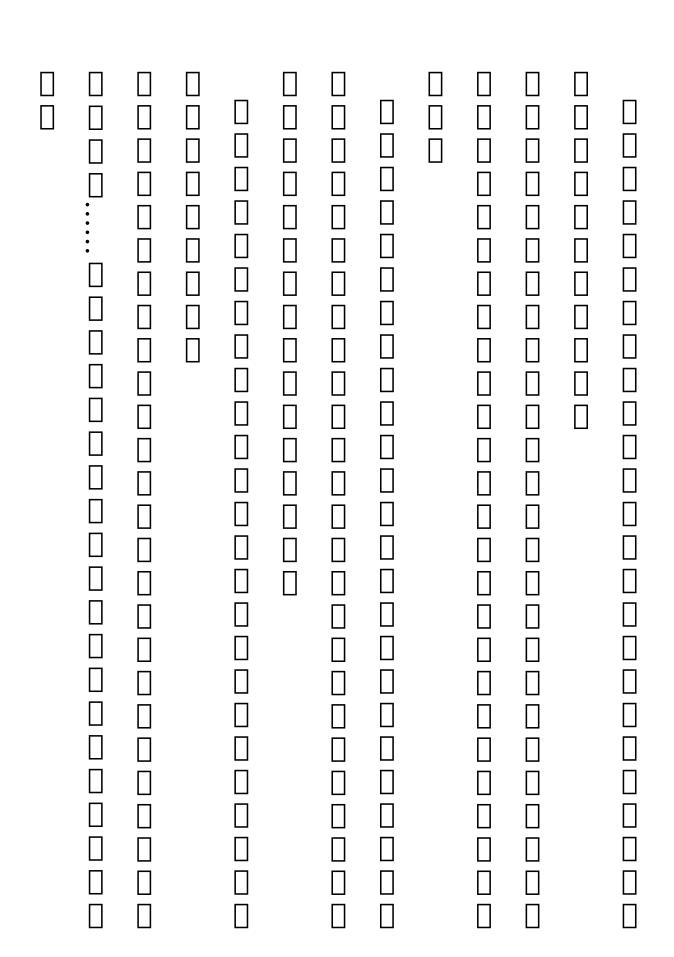


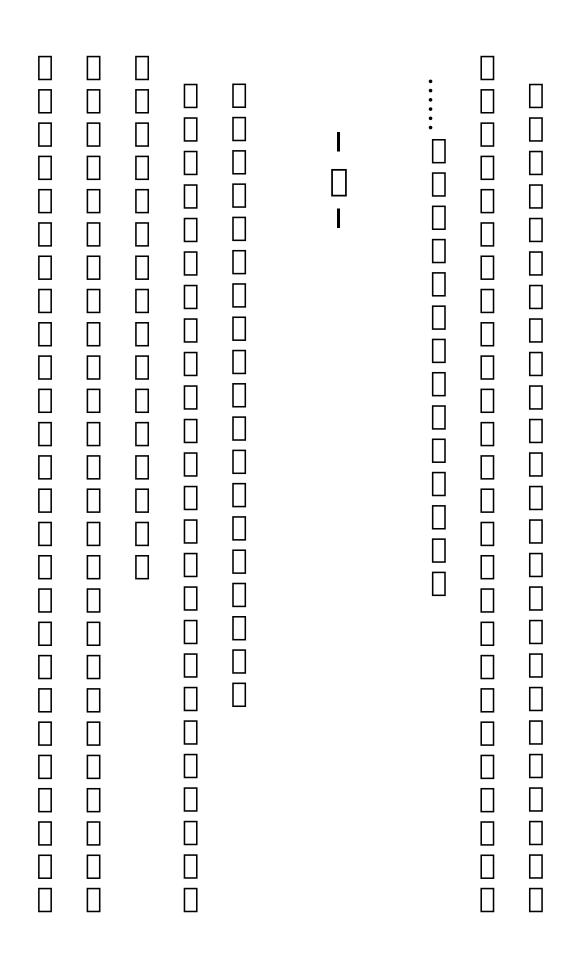


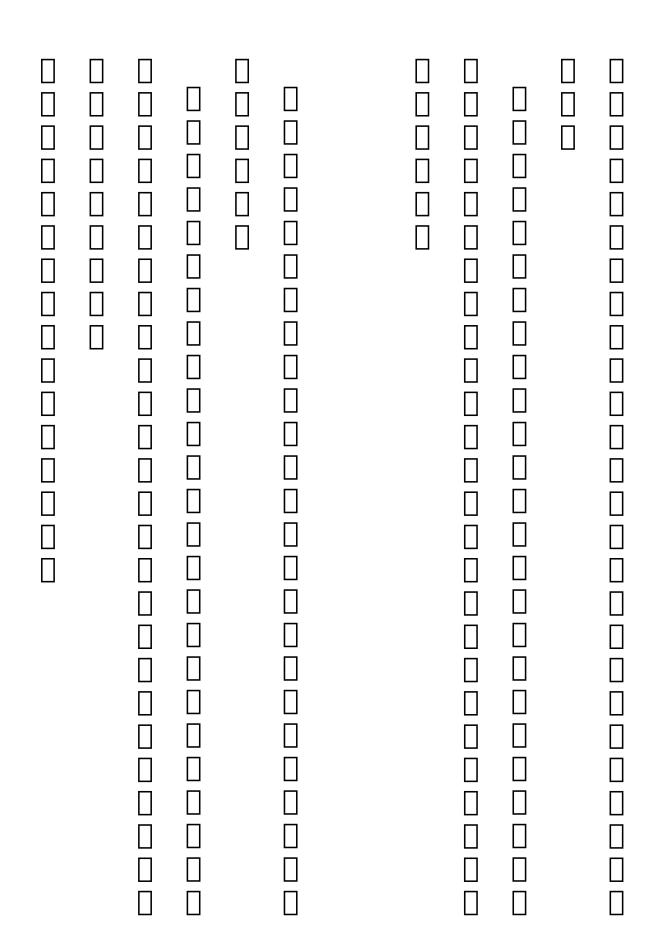


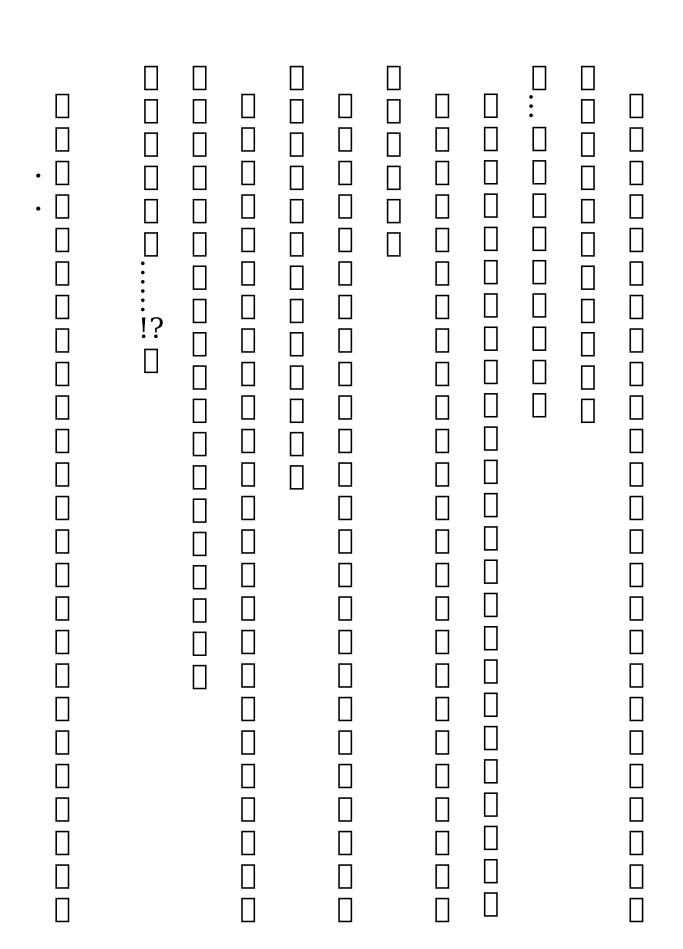


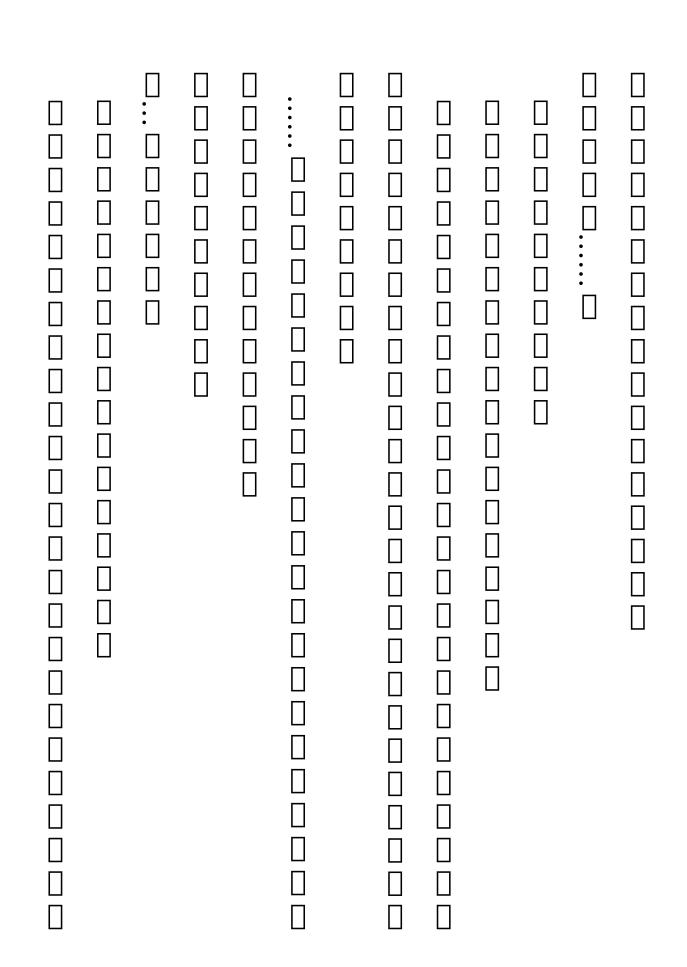


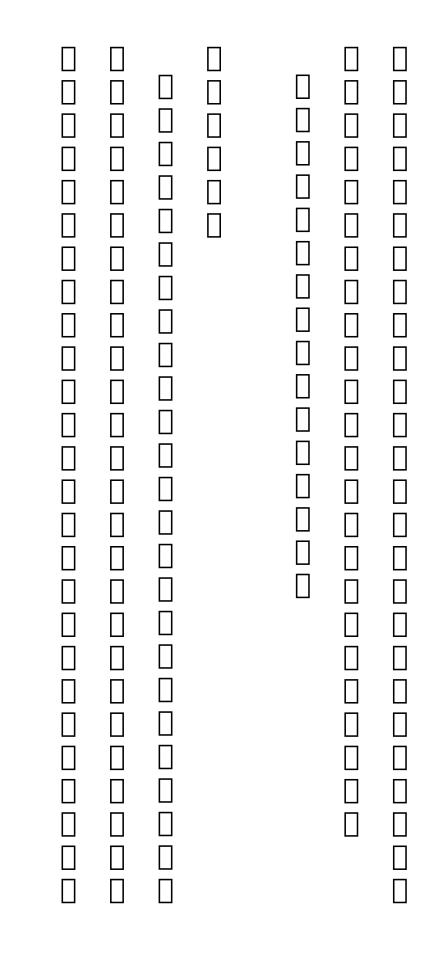




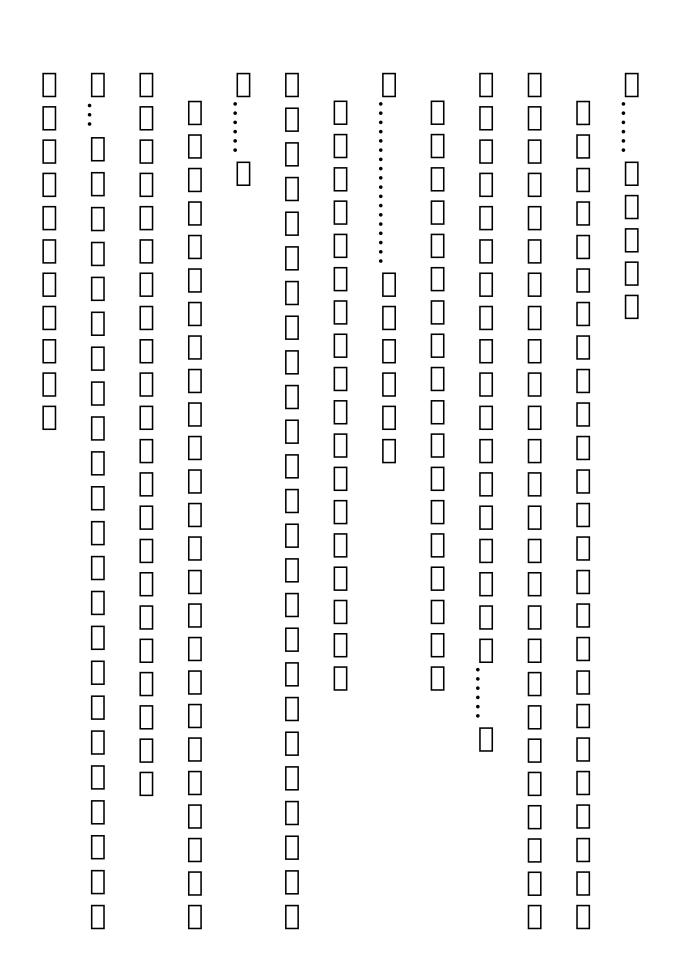


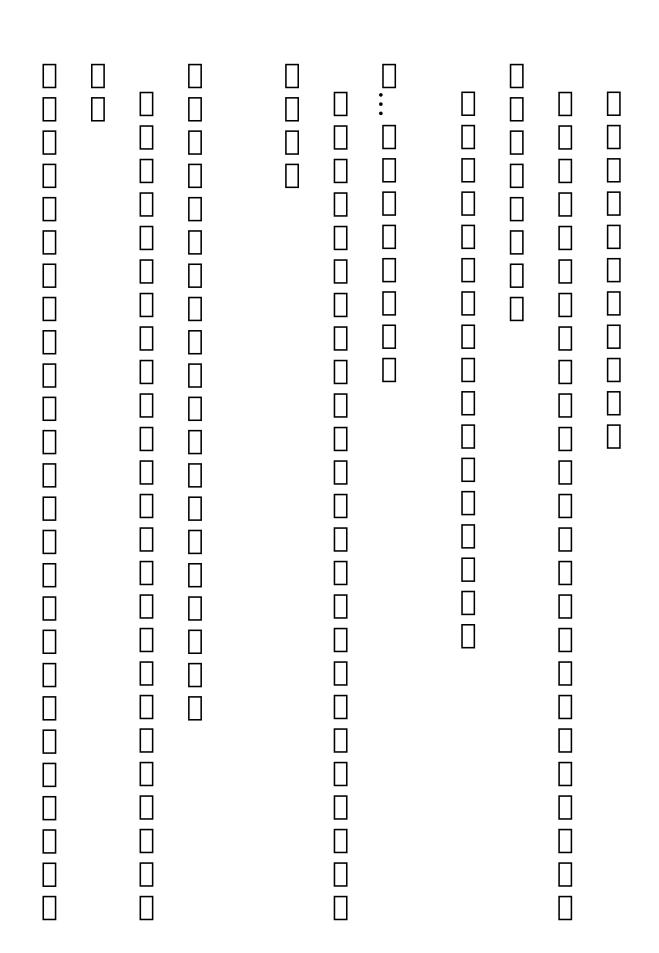


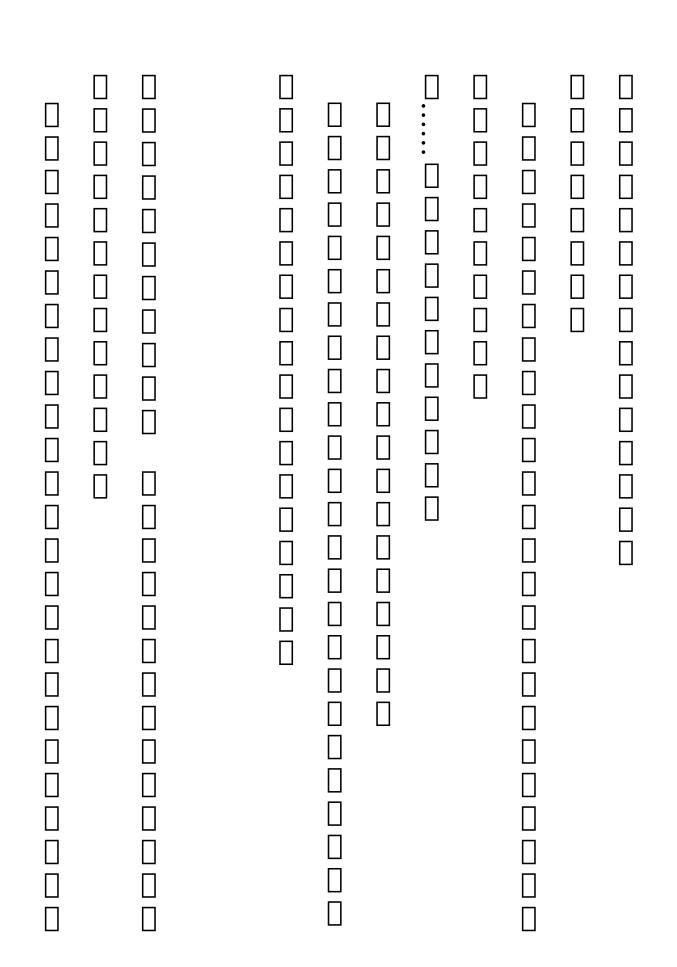


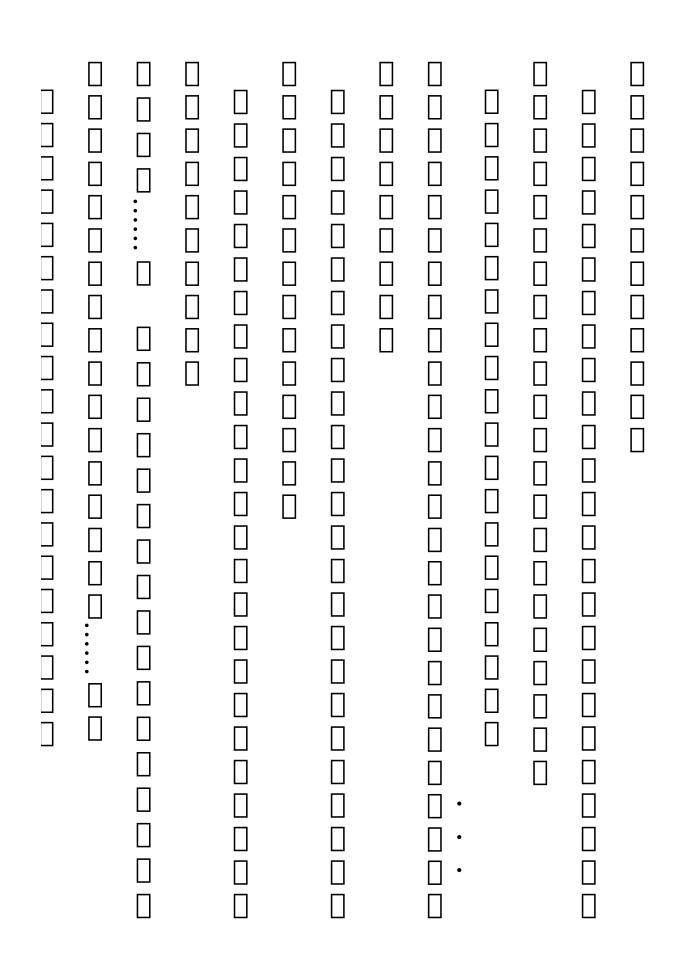


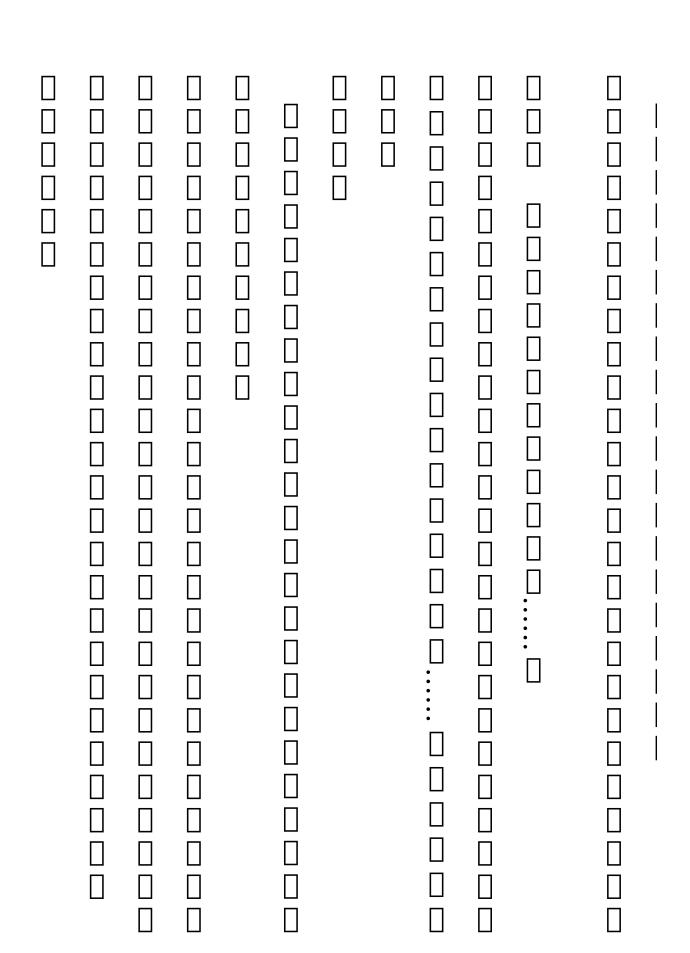


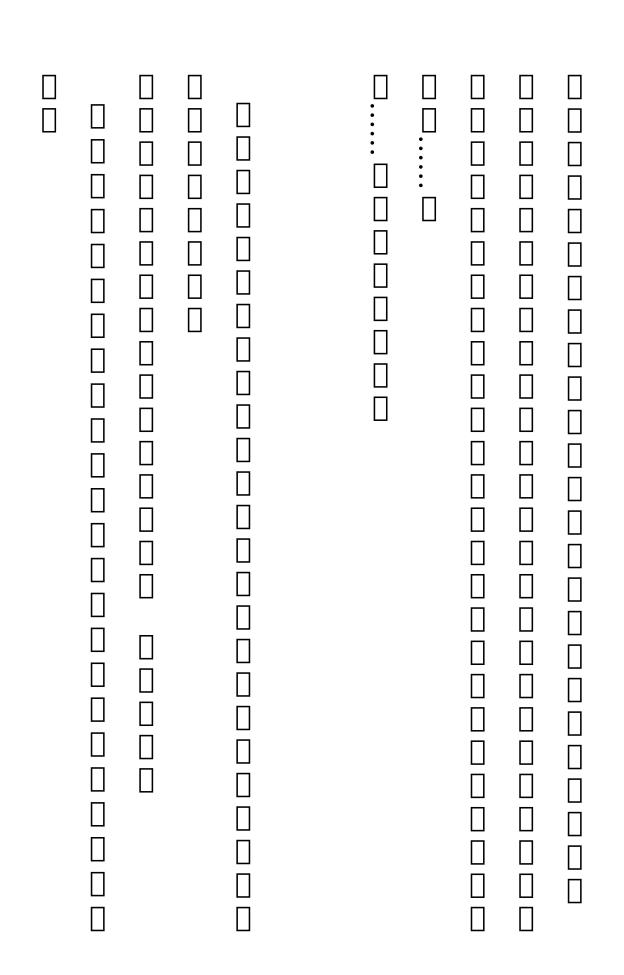


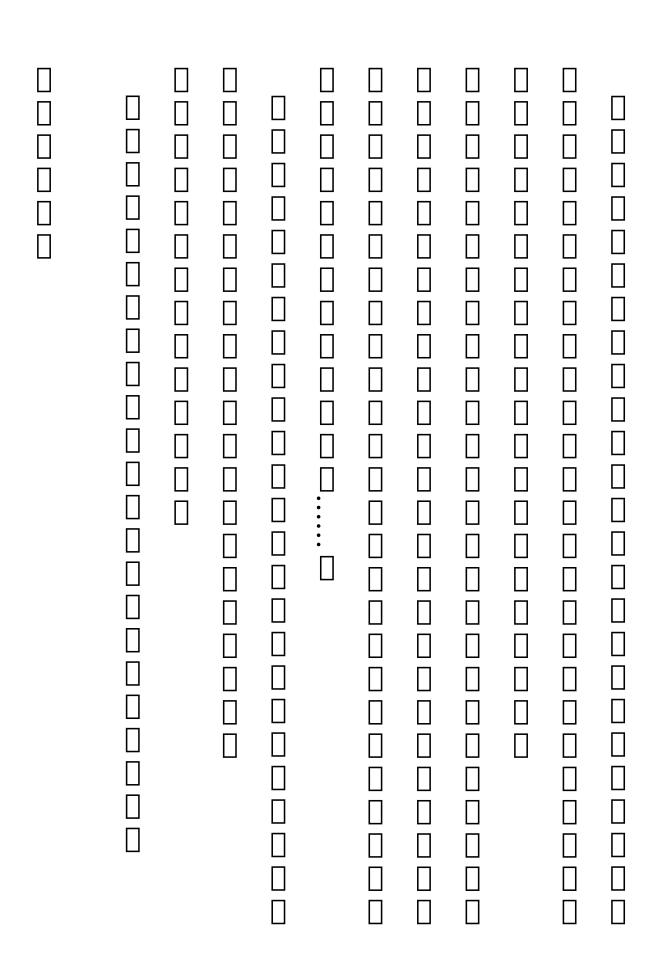


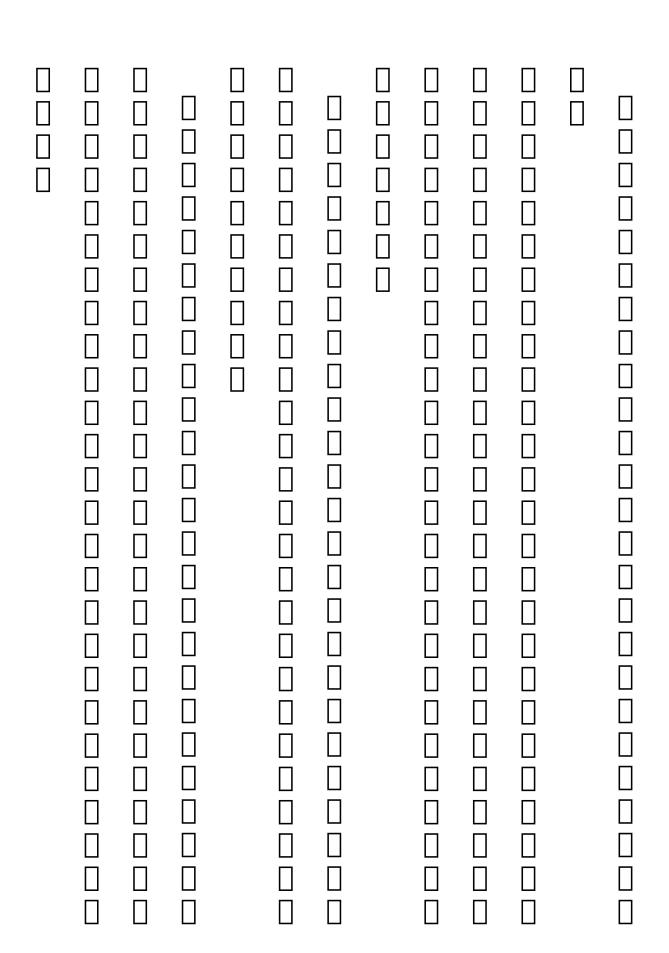


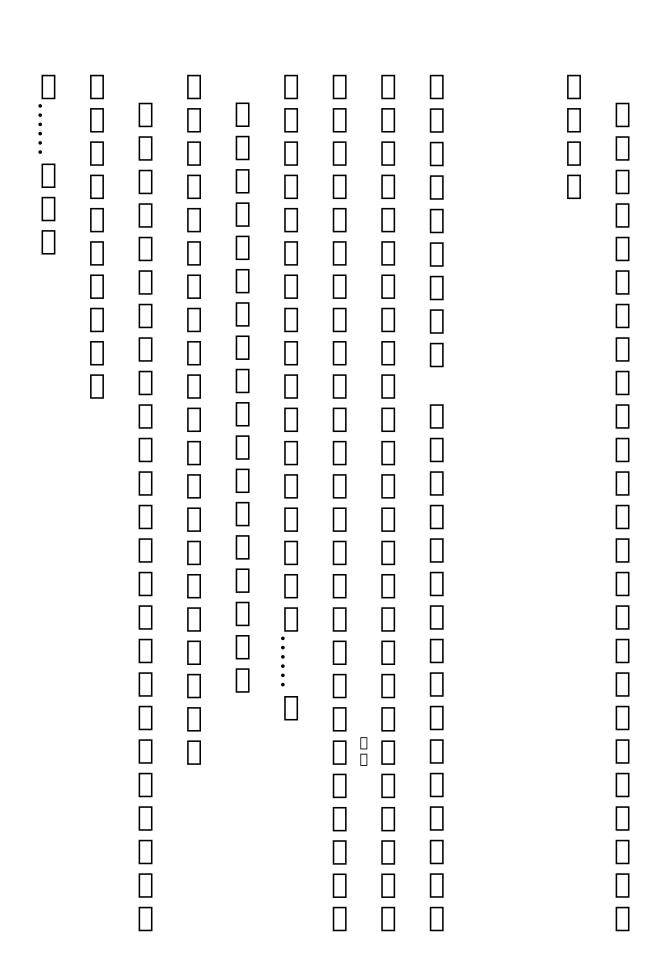


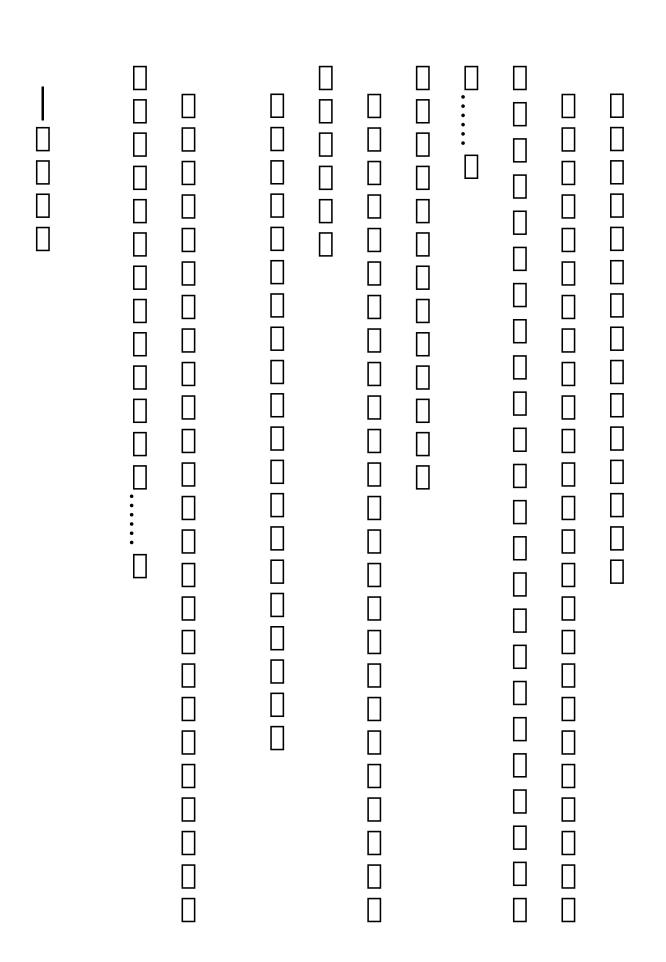




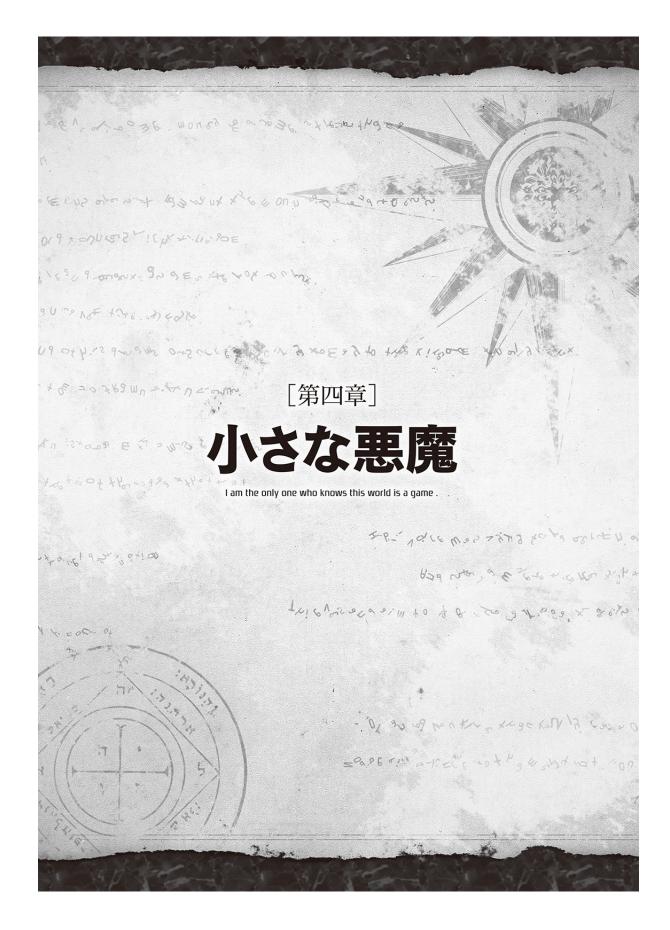


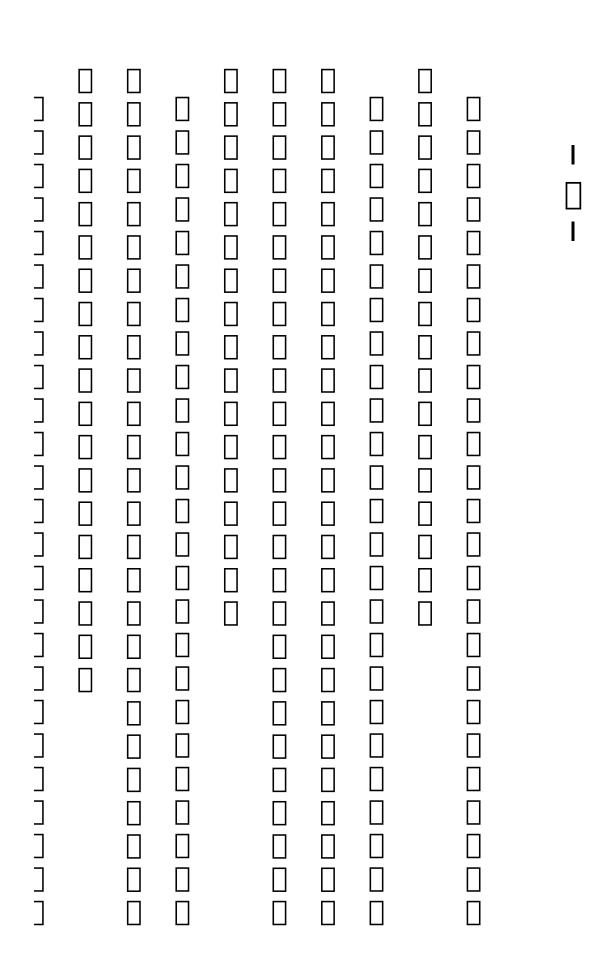


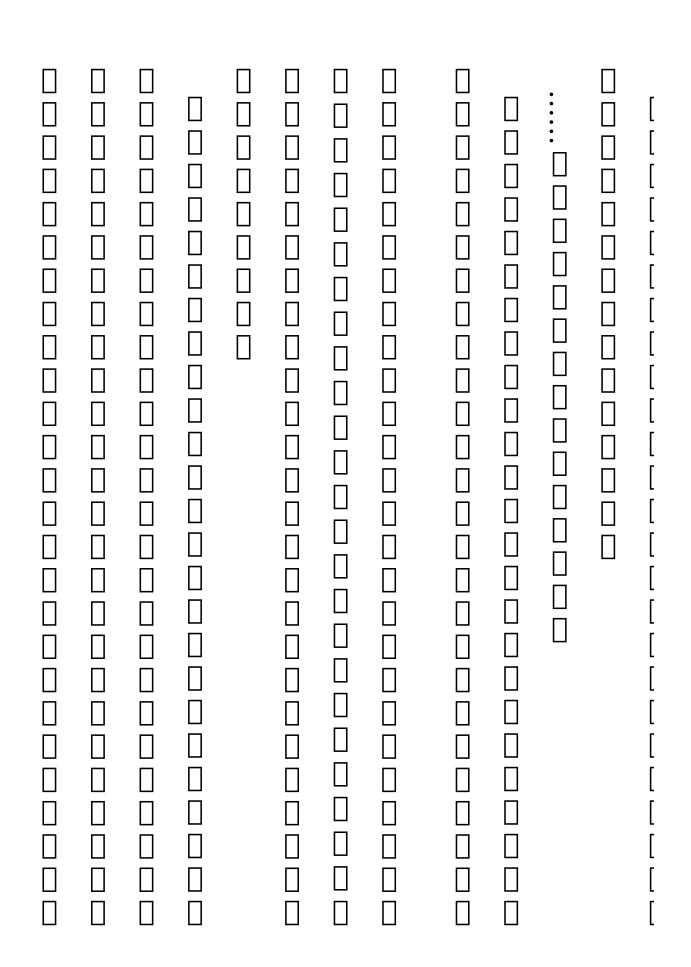


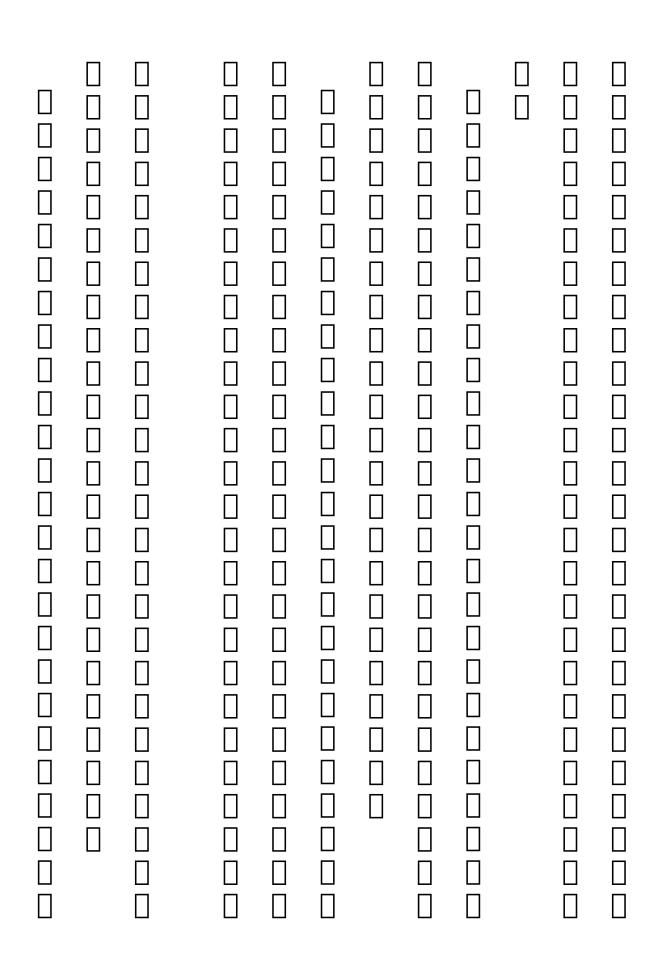


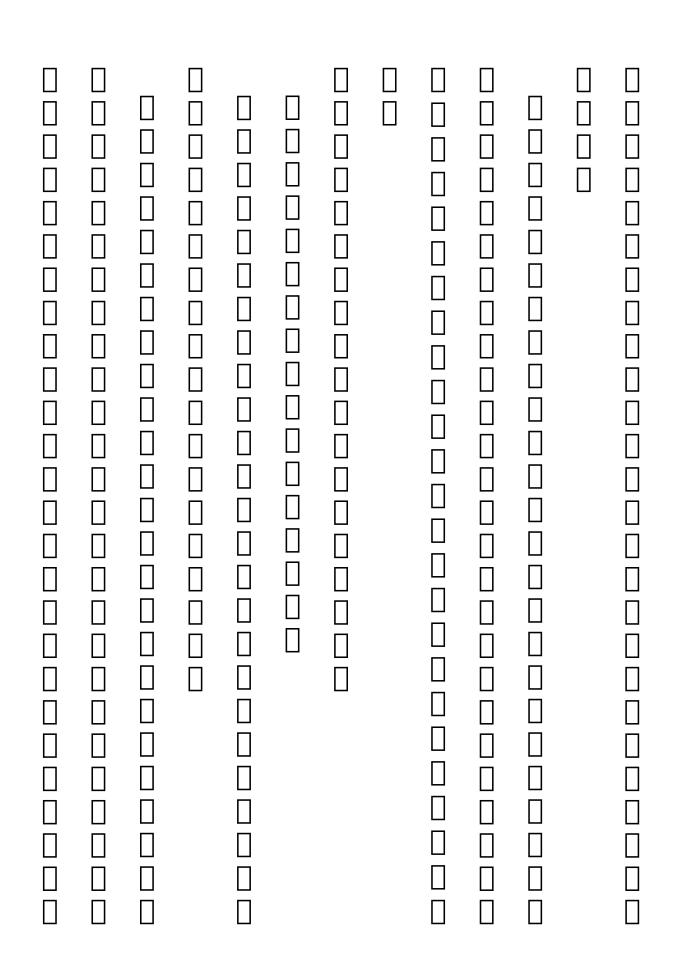


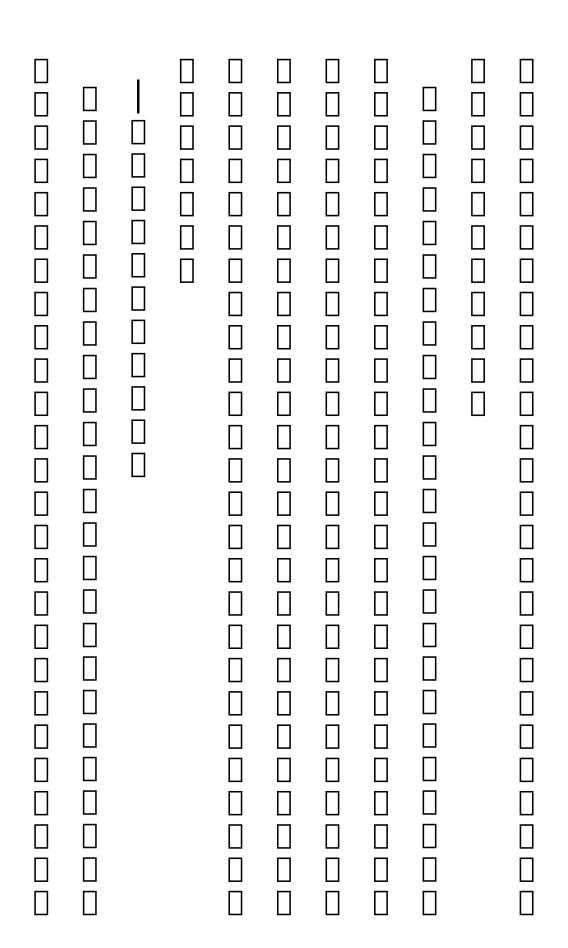


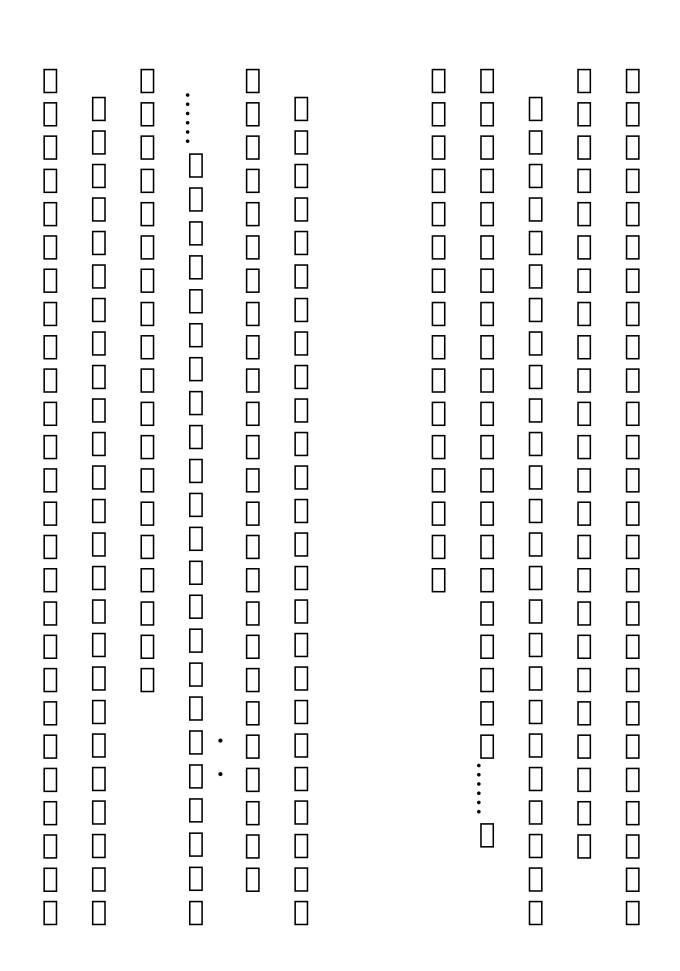


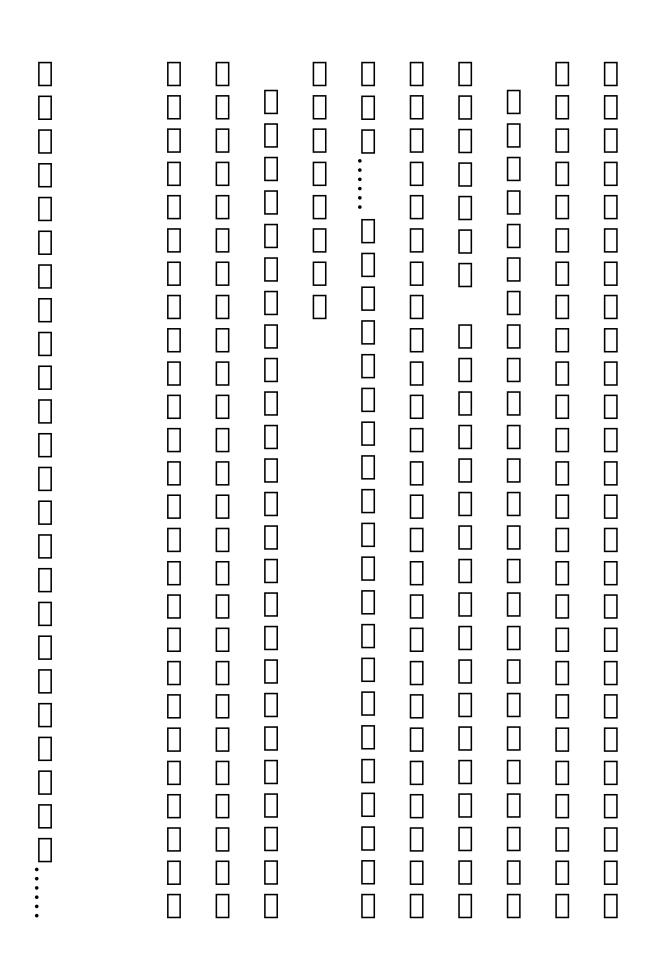


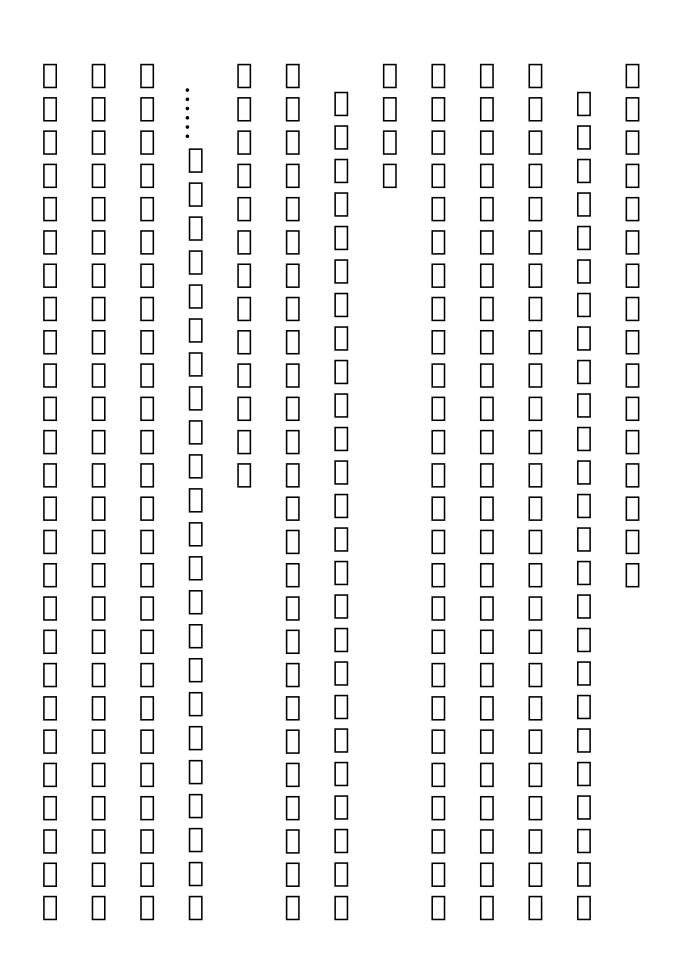


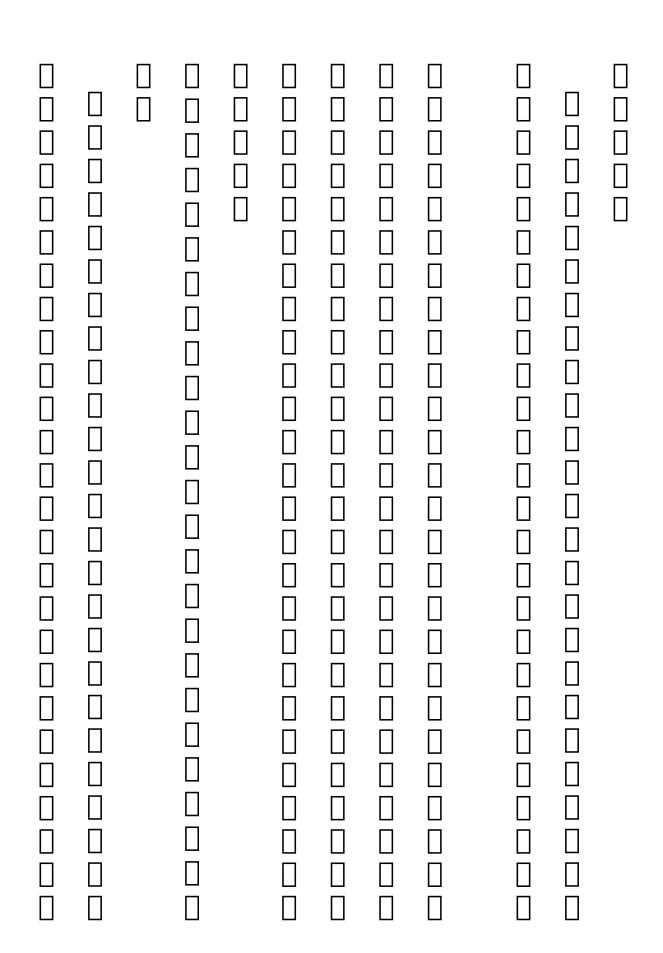


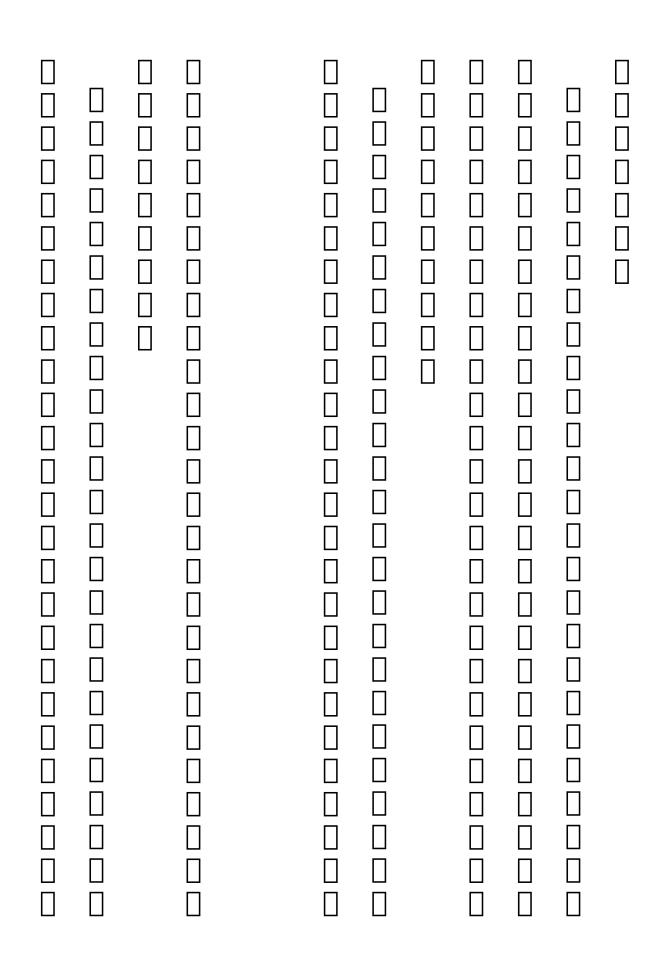


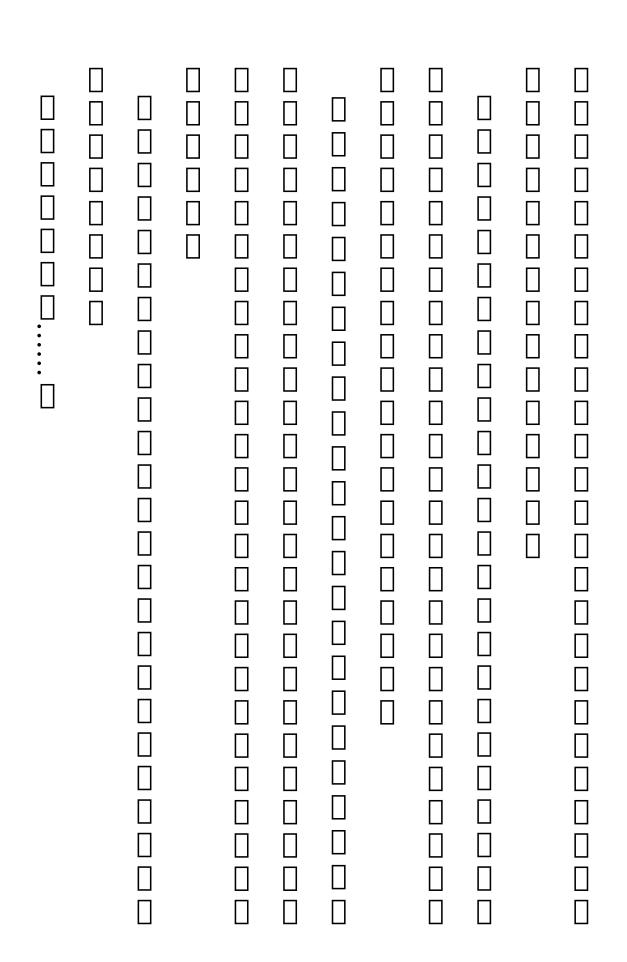


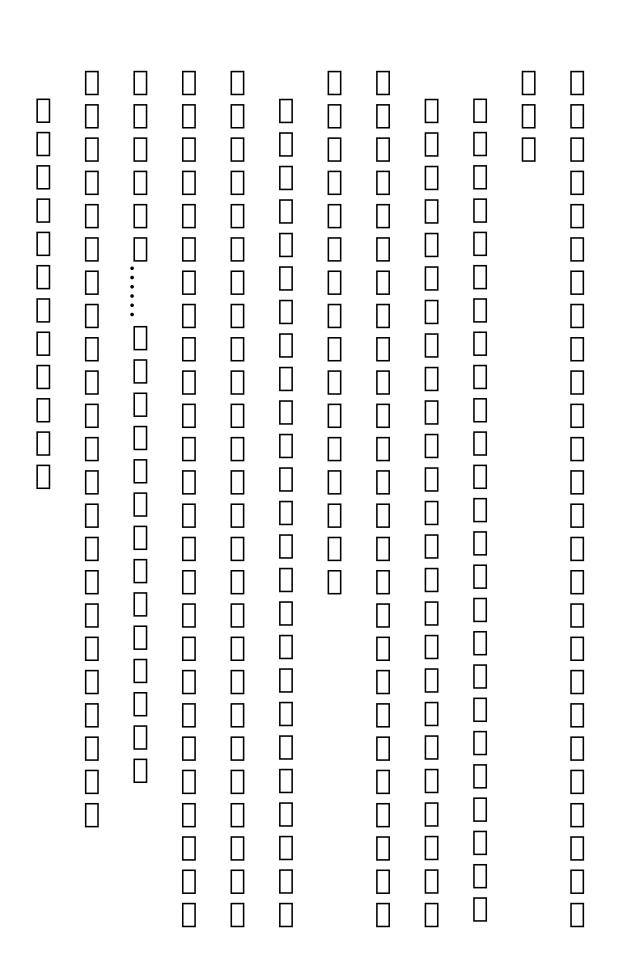


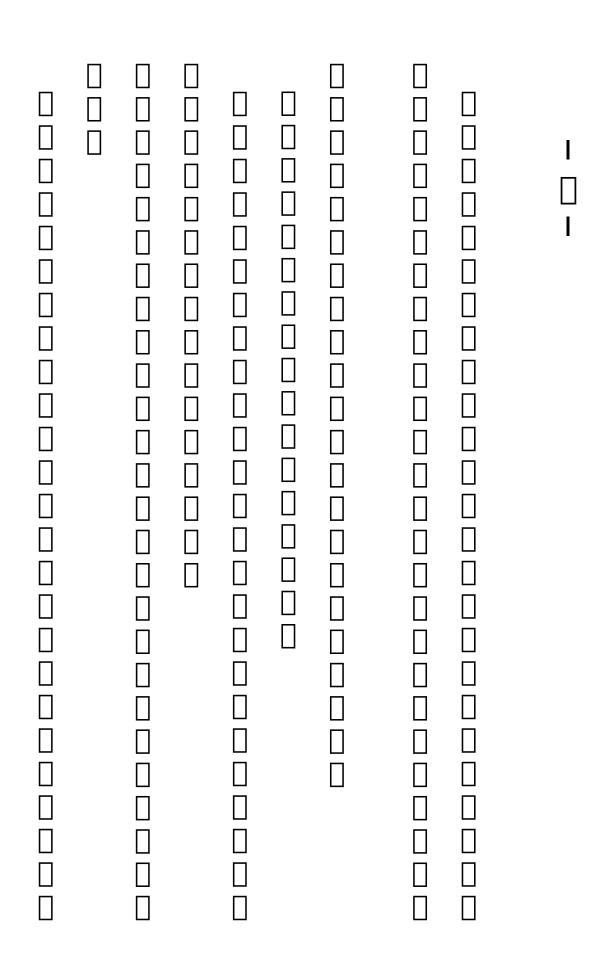


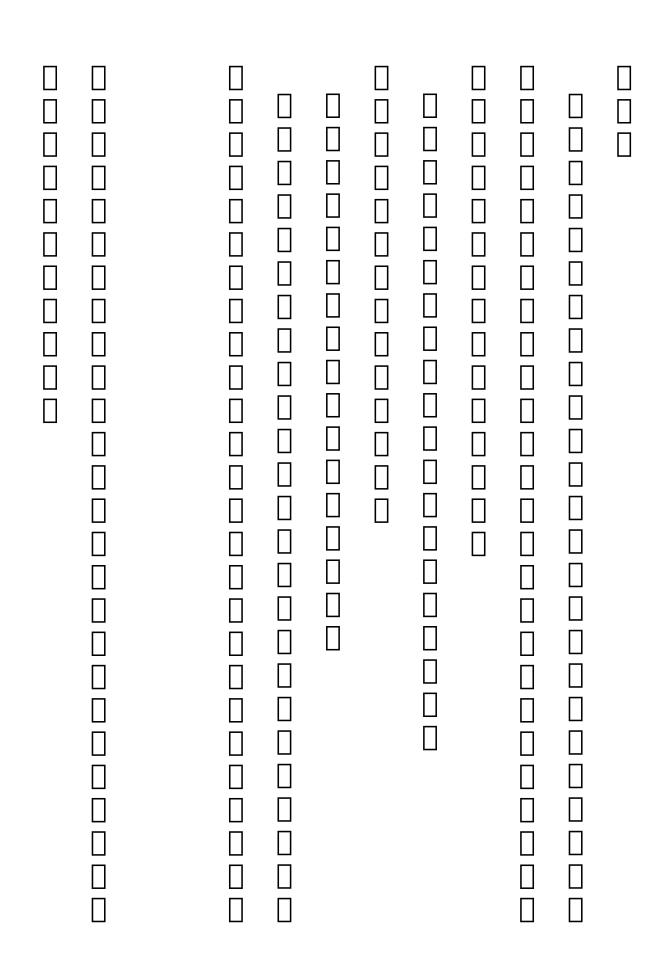


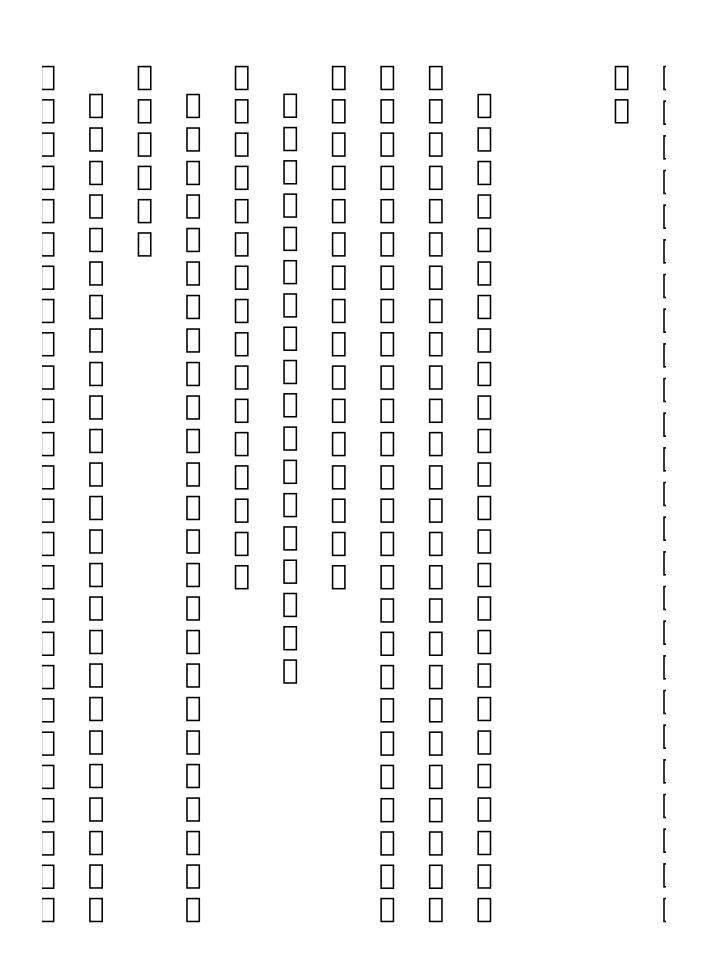


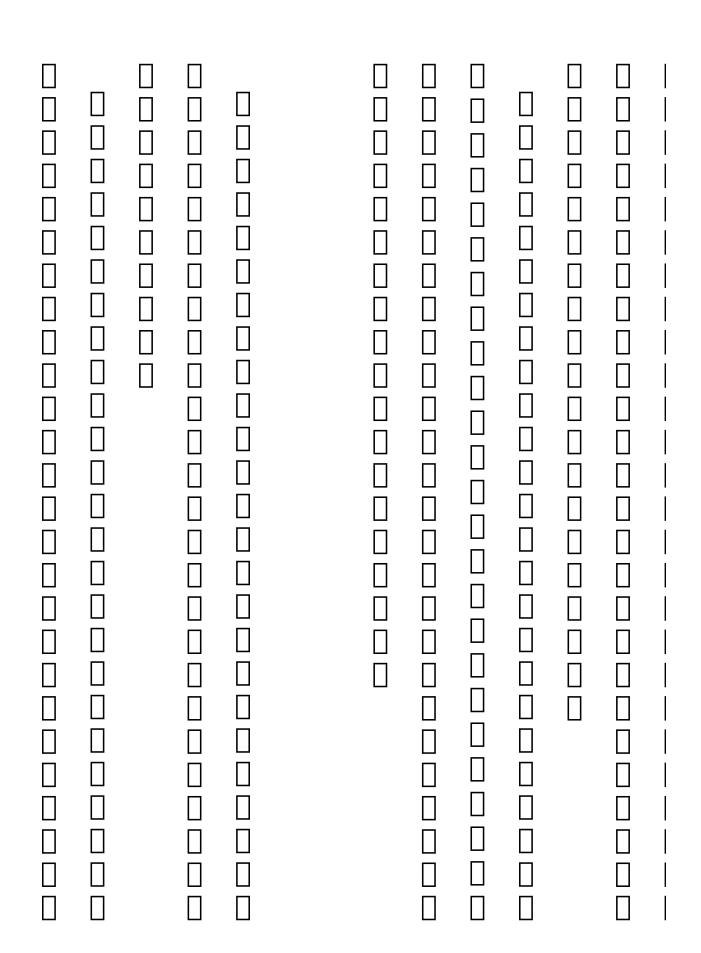


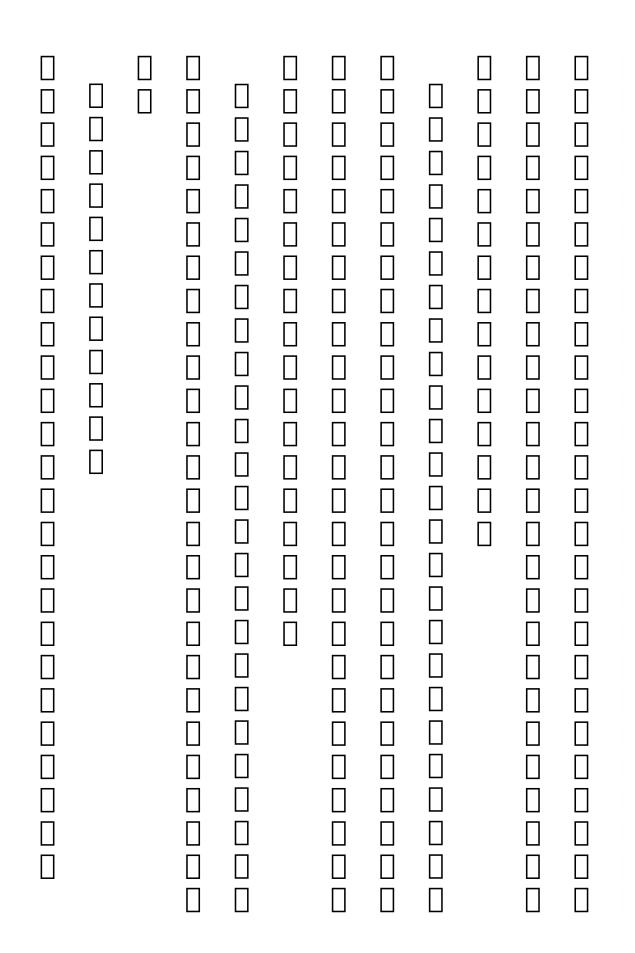


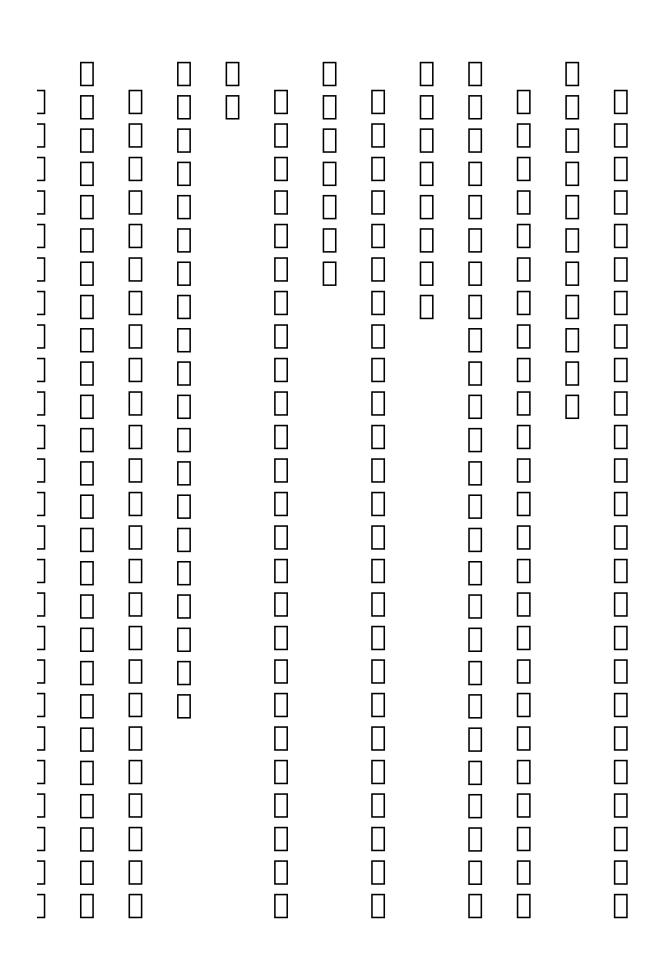


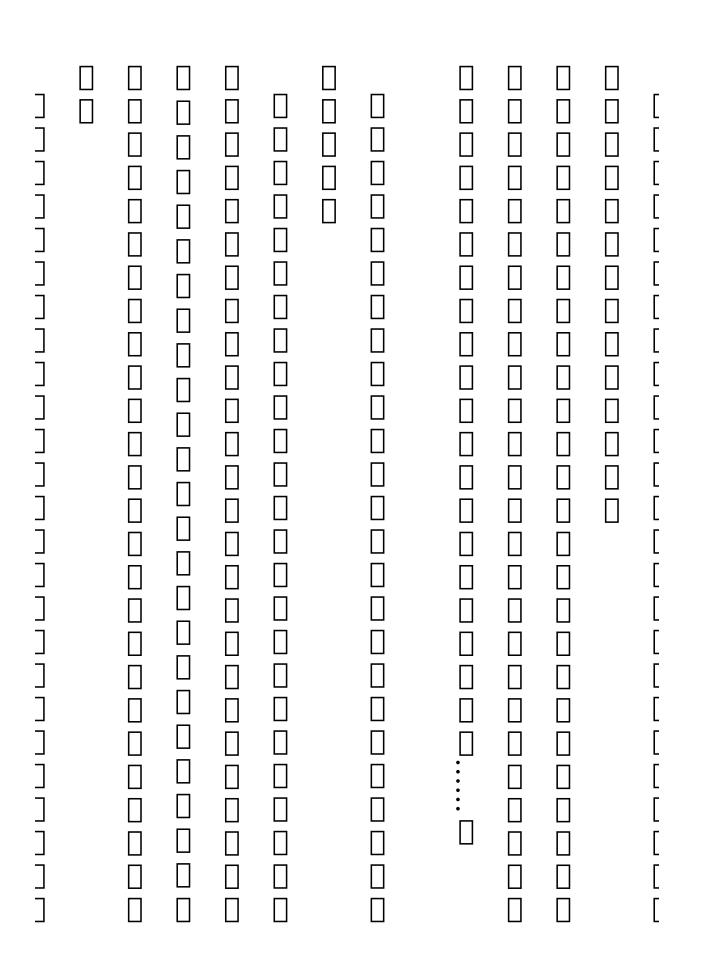




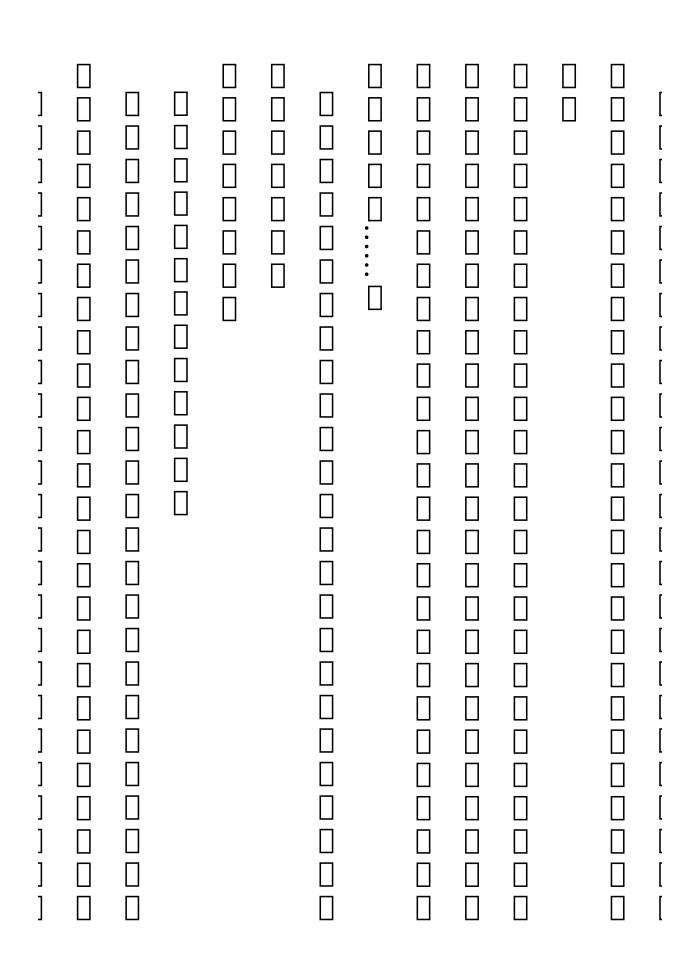






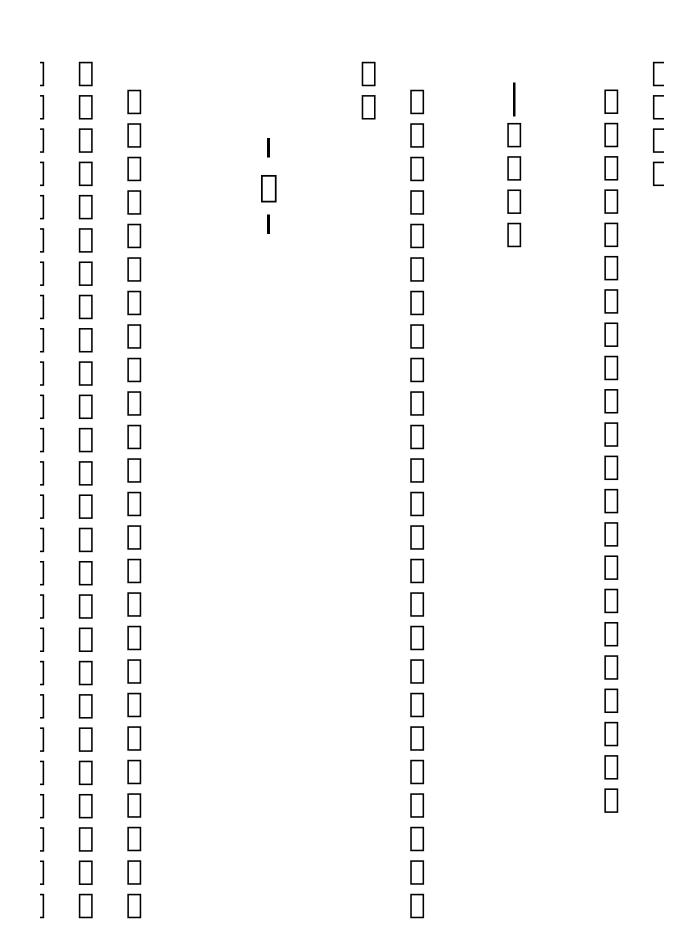


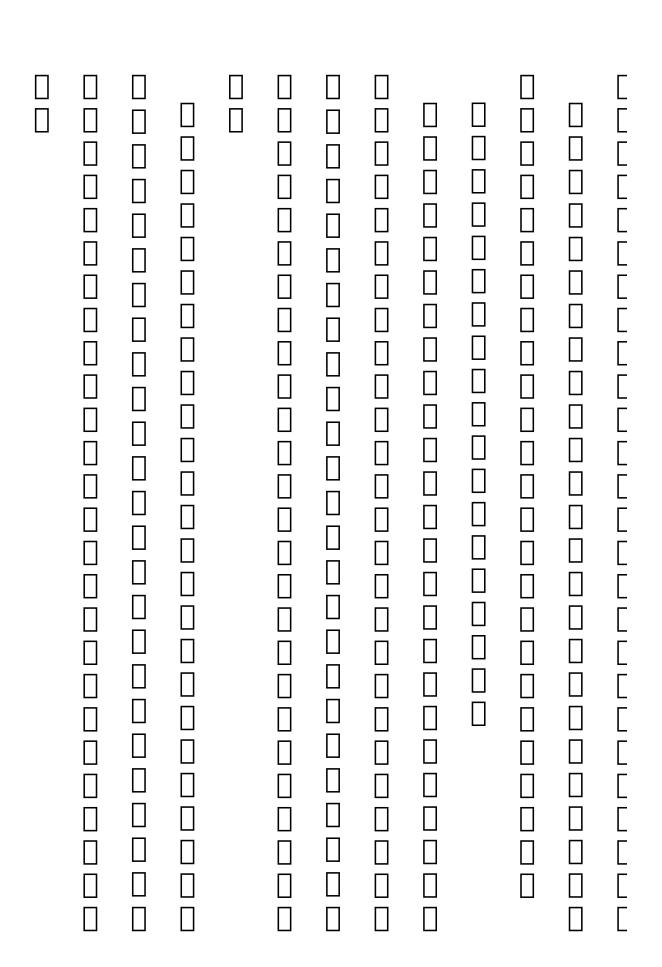
|--|

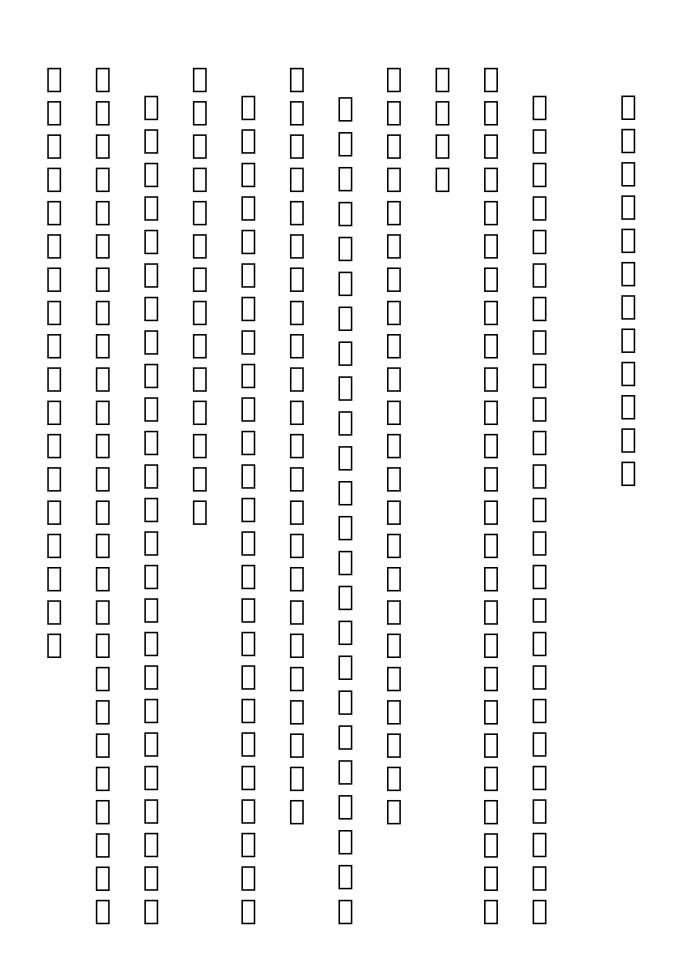


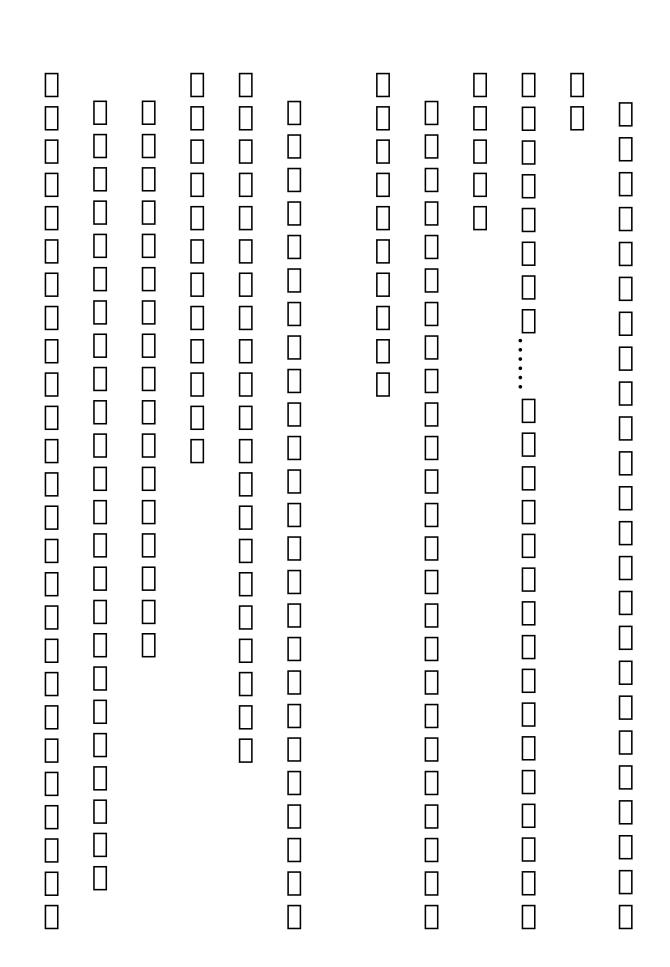
|--|--|--|--|--|--|--|--|--|--|--|--|--|

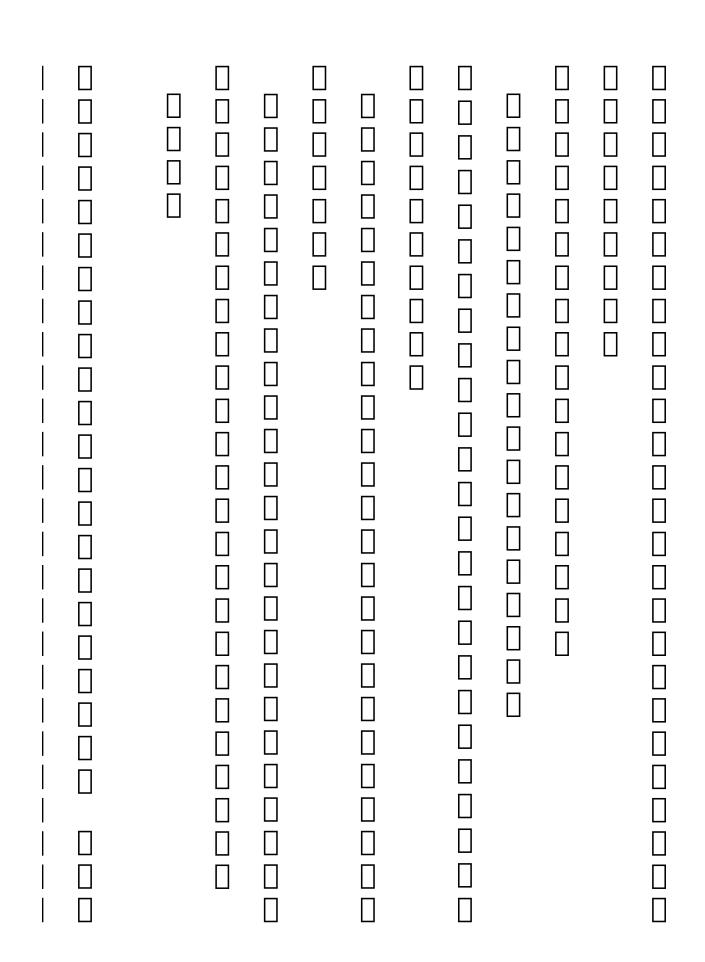
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

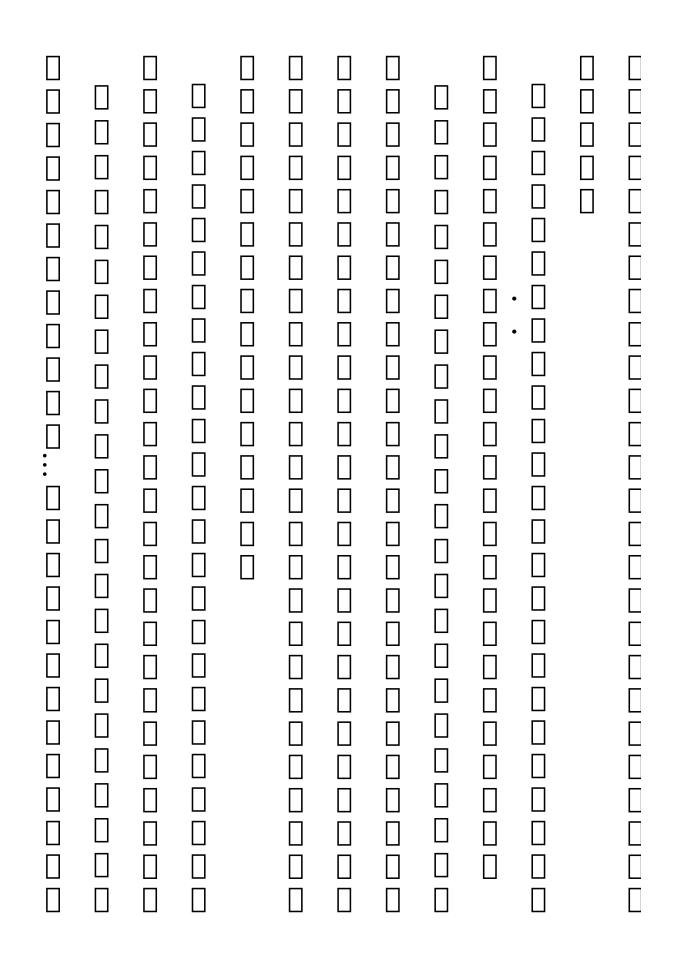


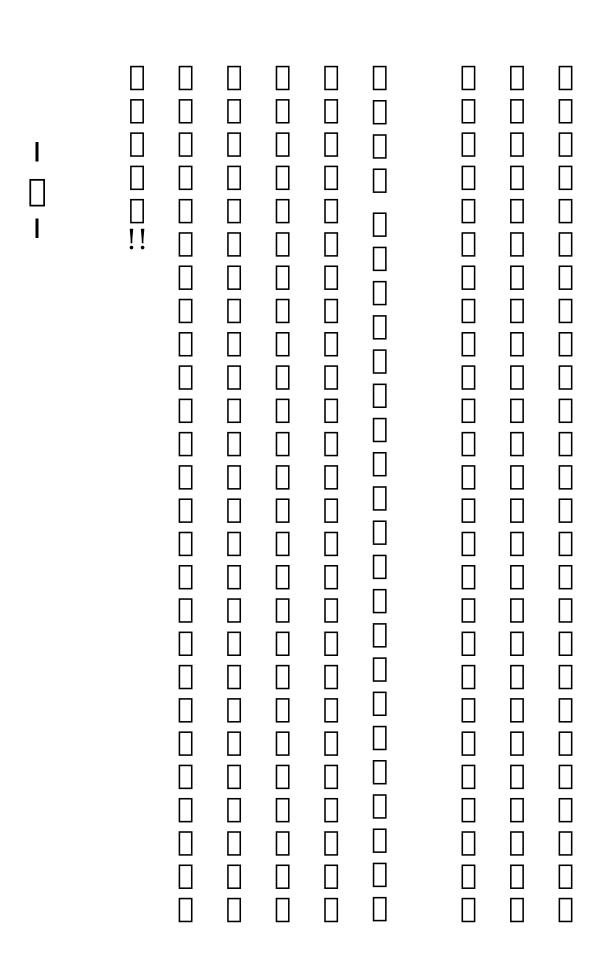


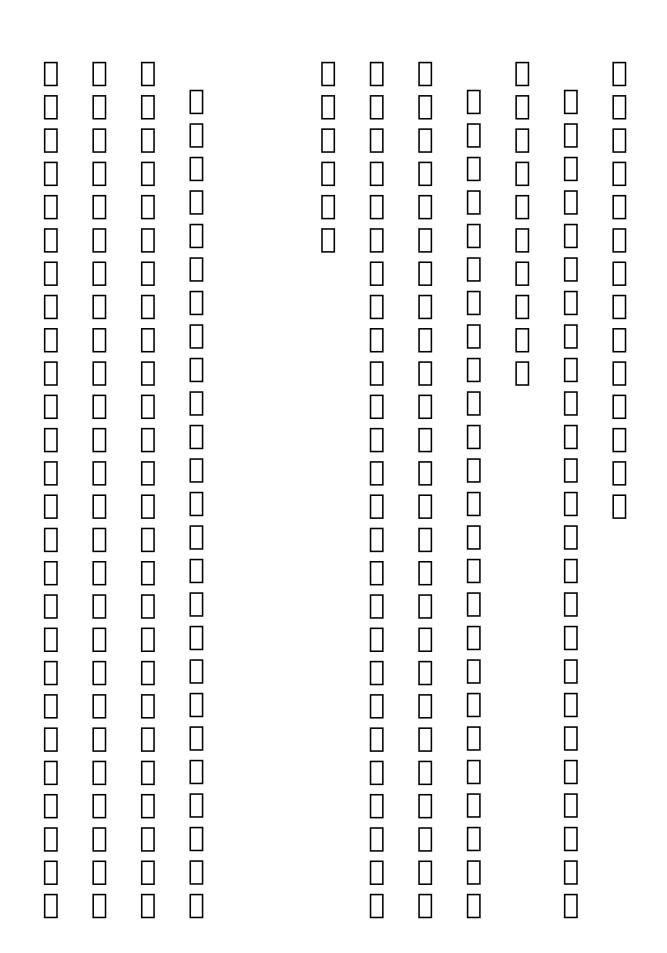


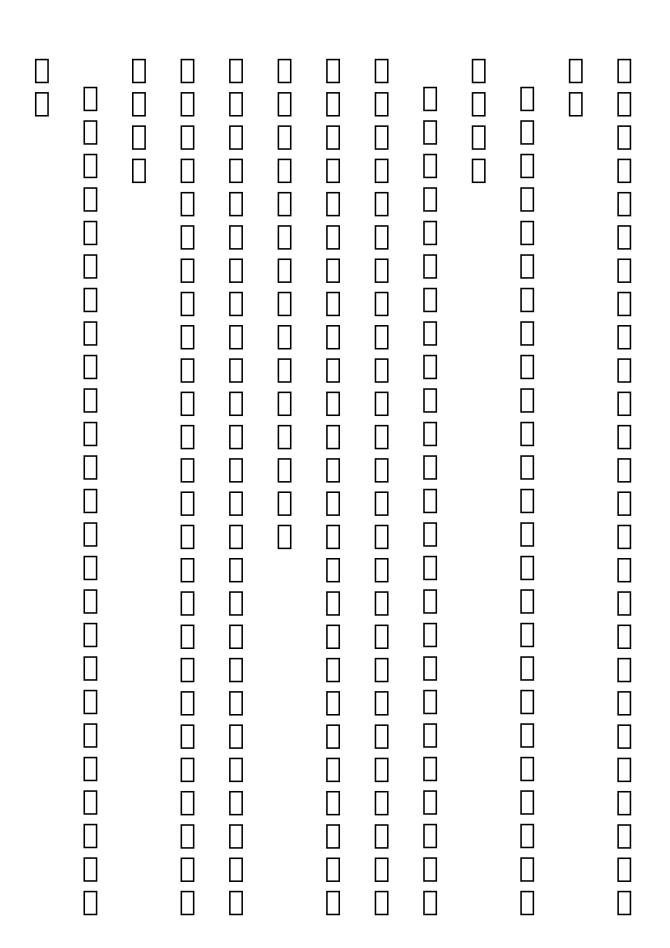


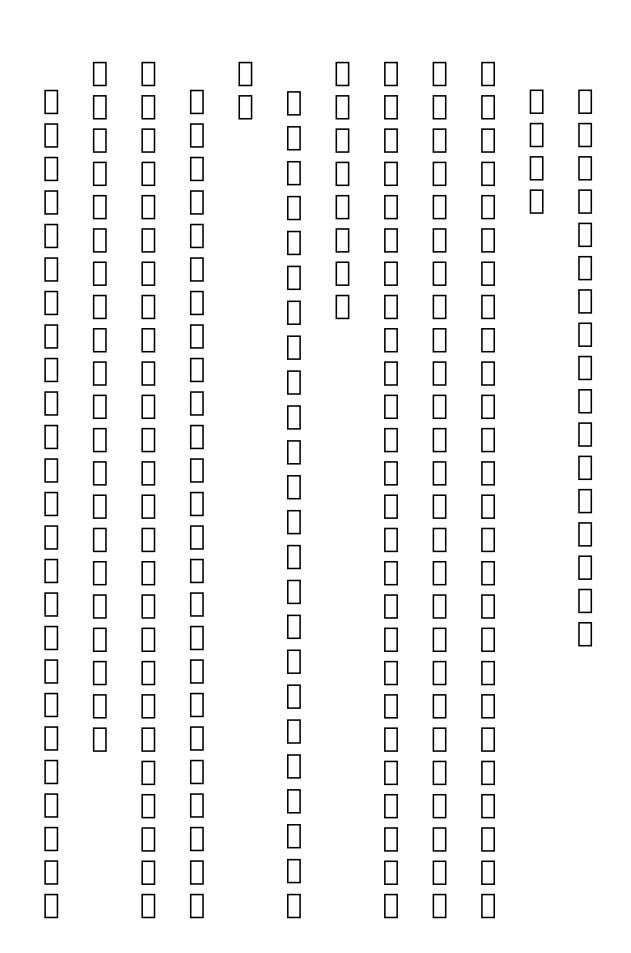


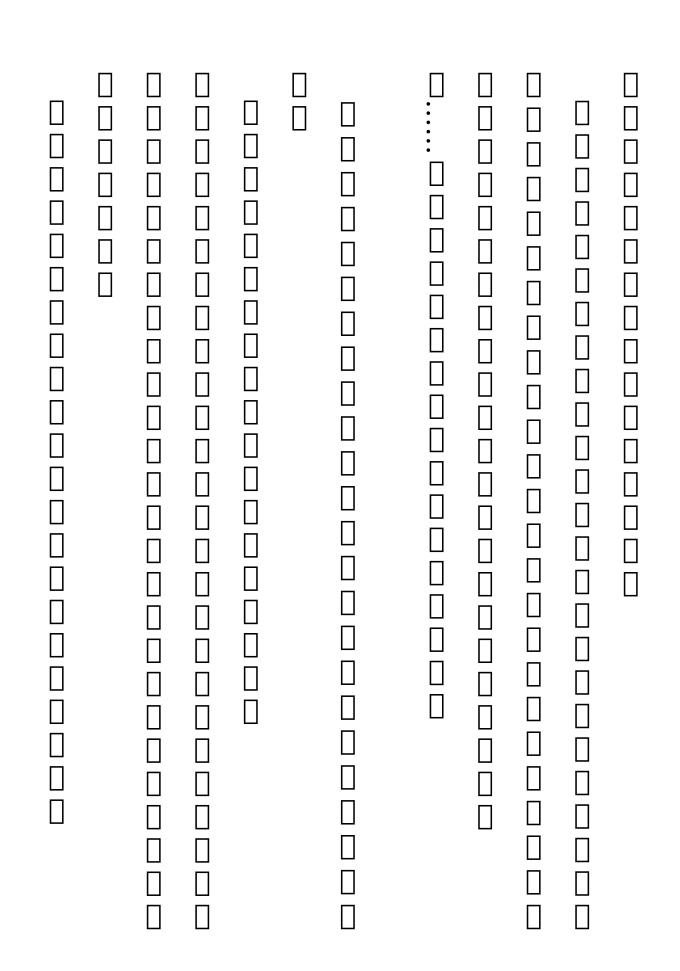




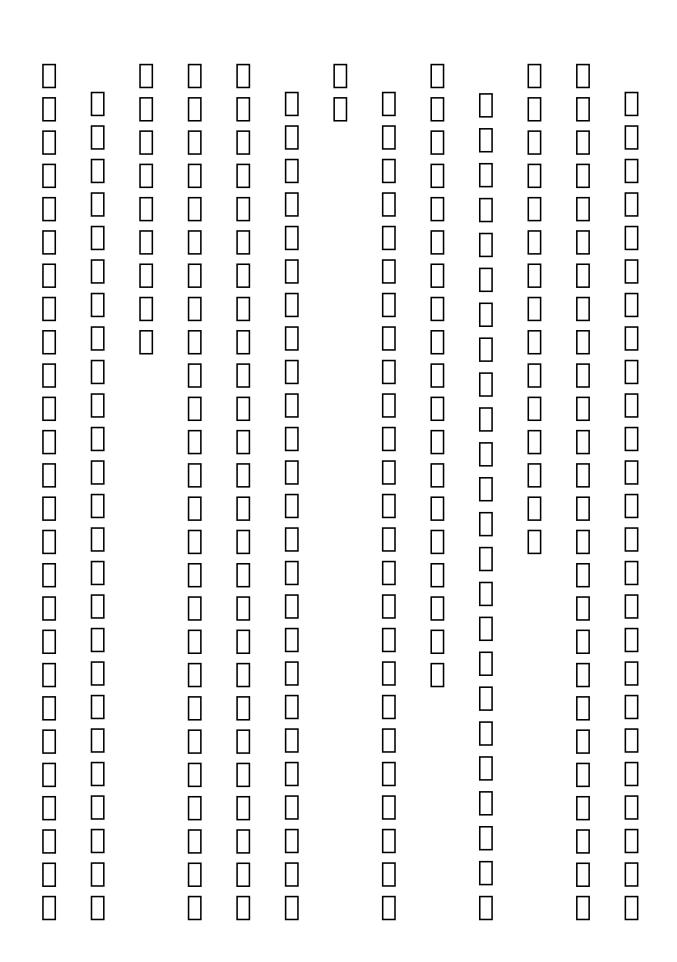


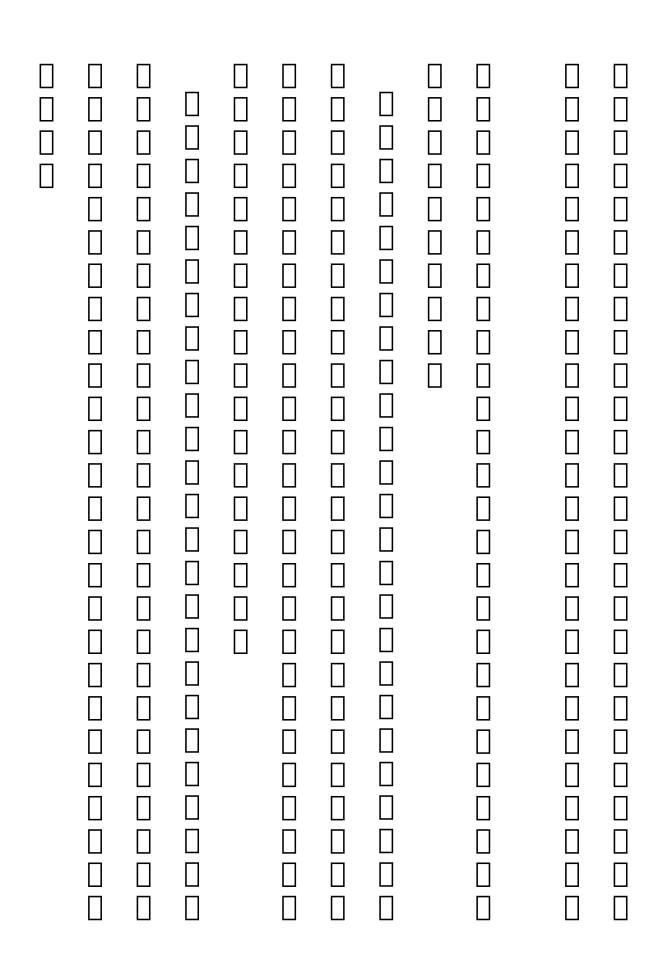


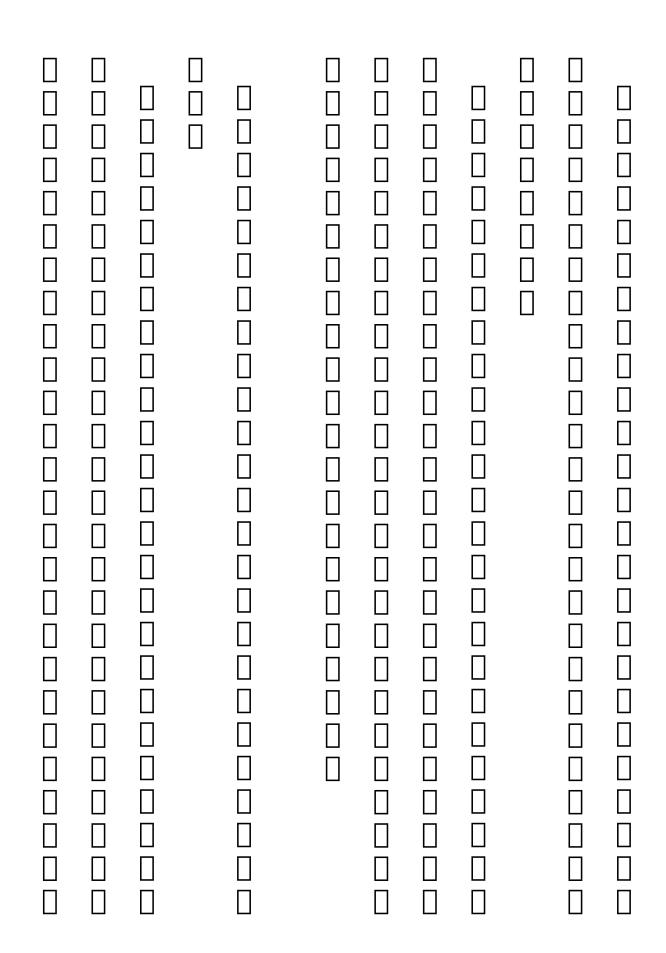


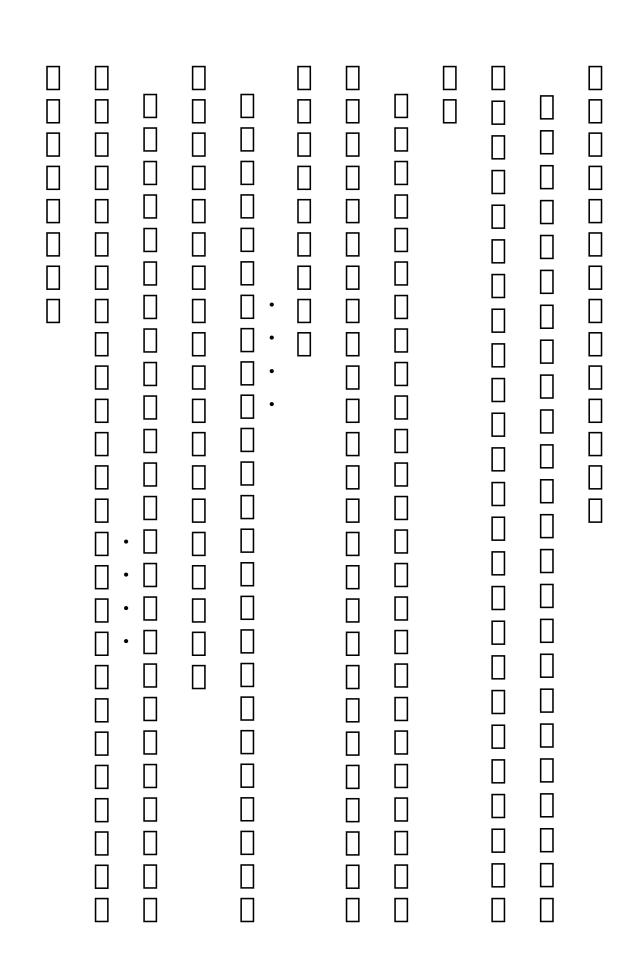


|--|--|--|--|--|--|--|--|--|--|

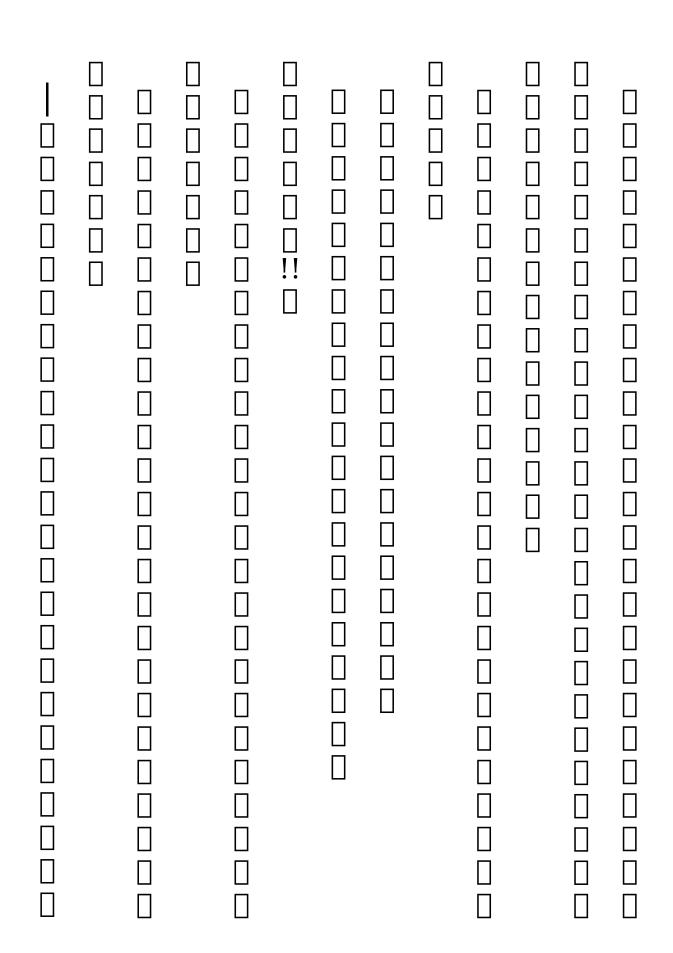


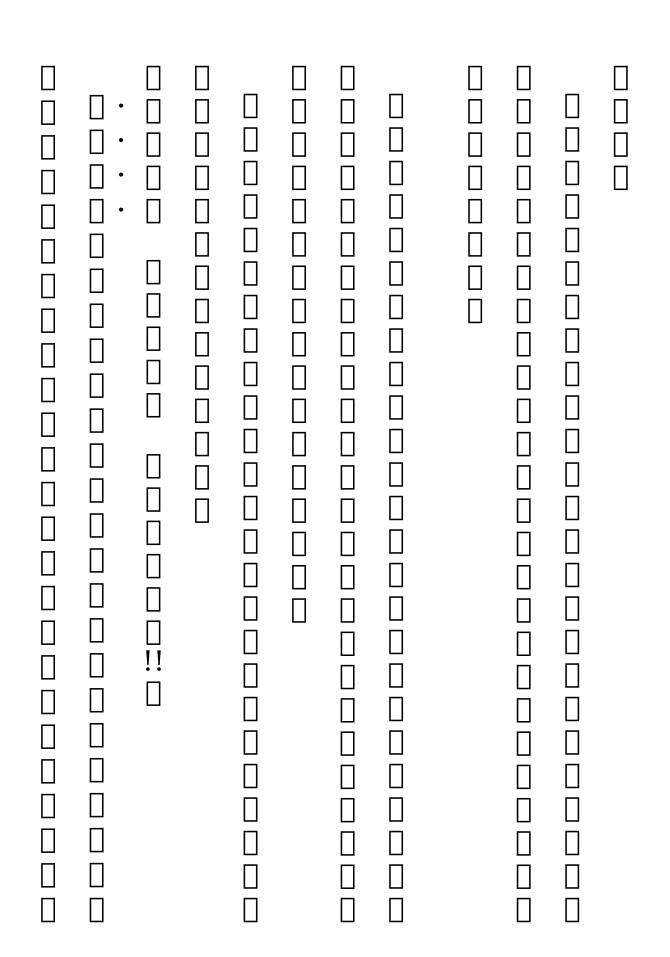




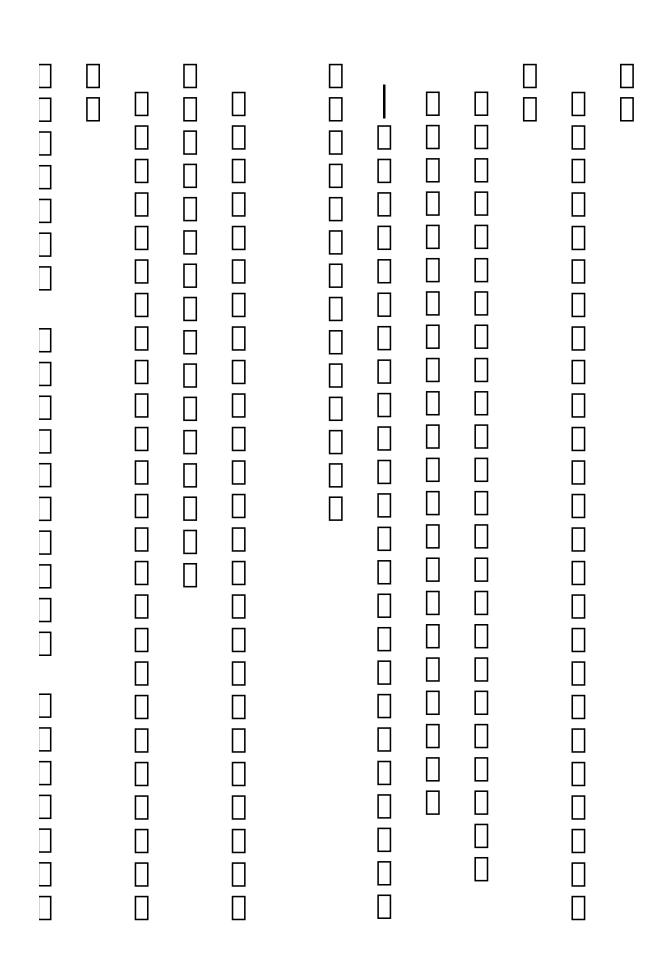


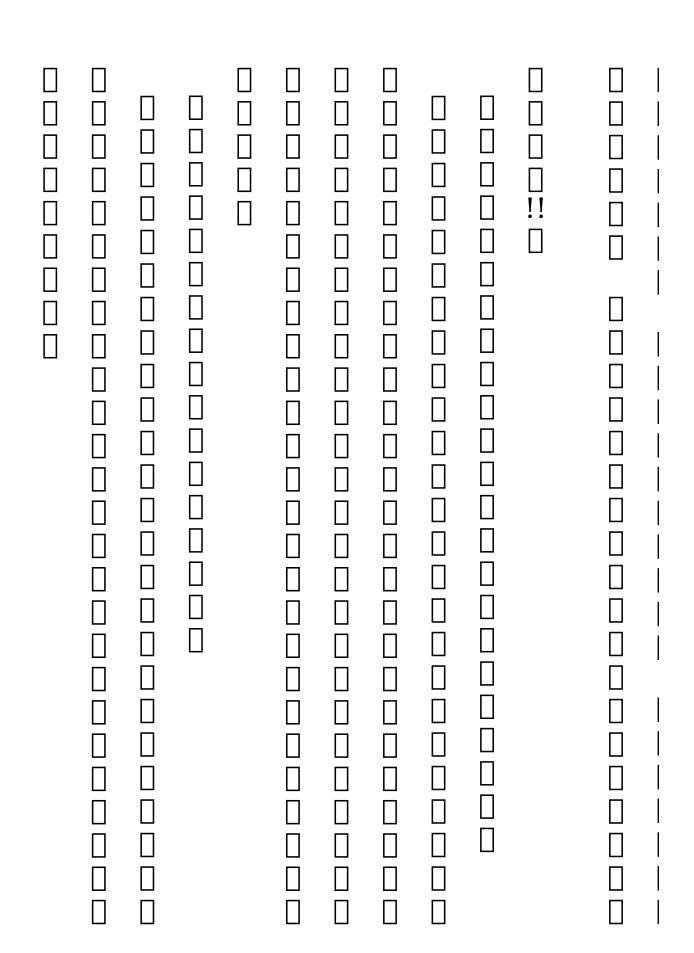


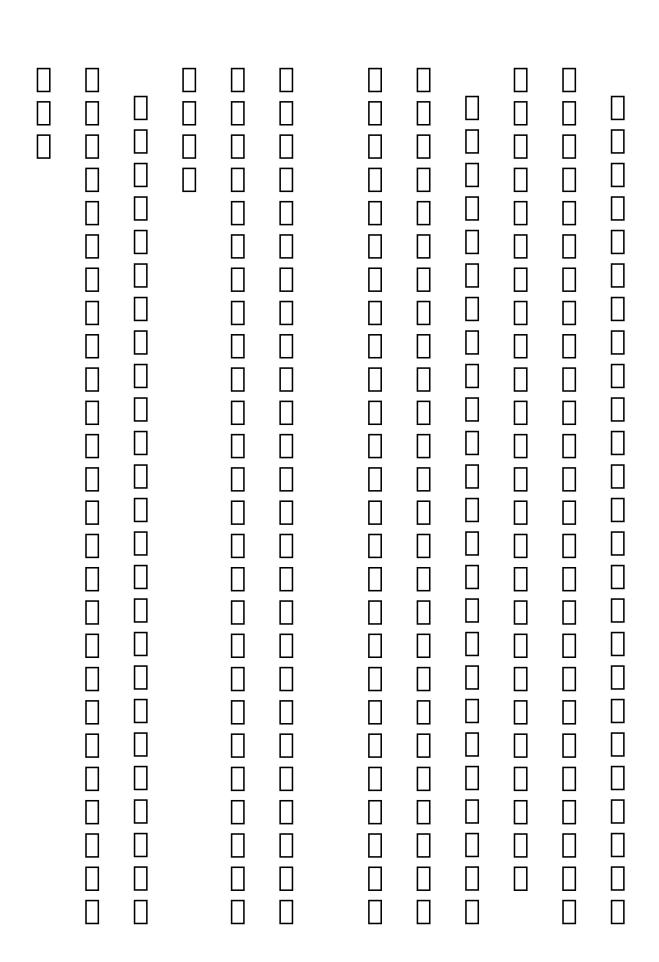


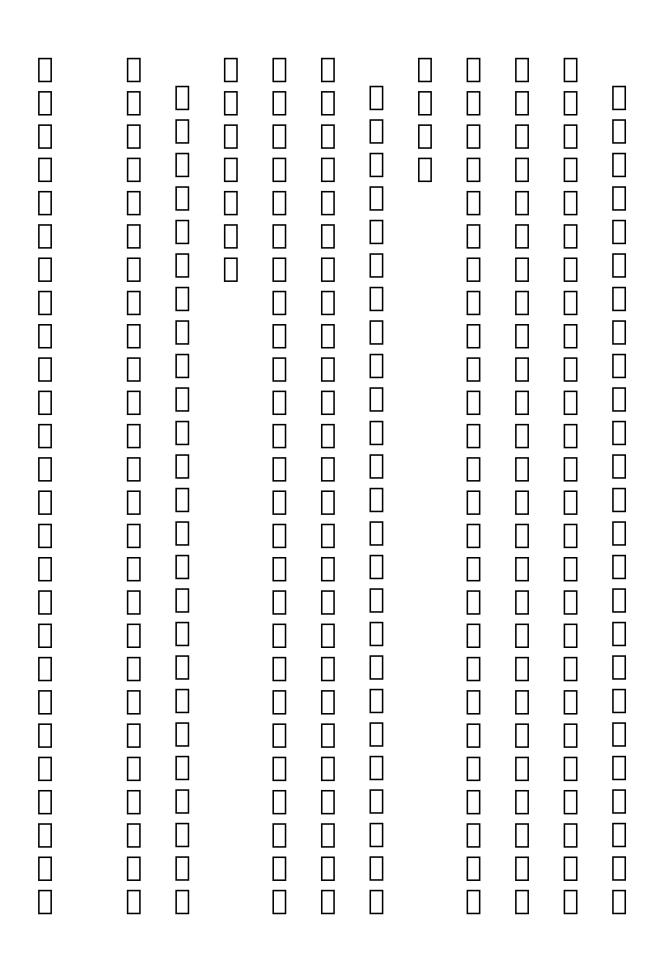


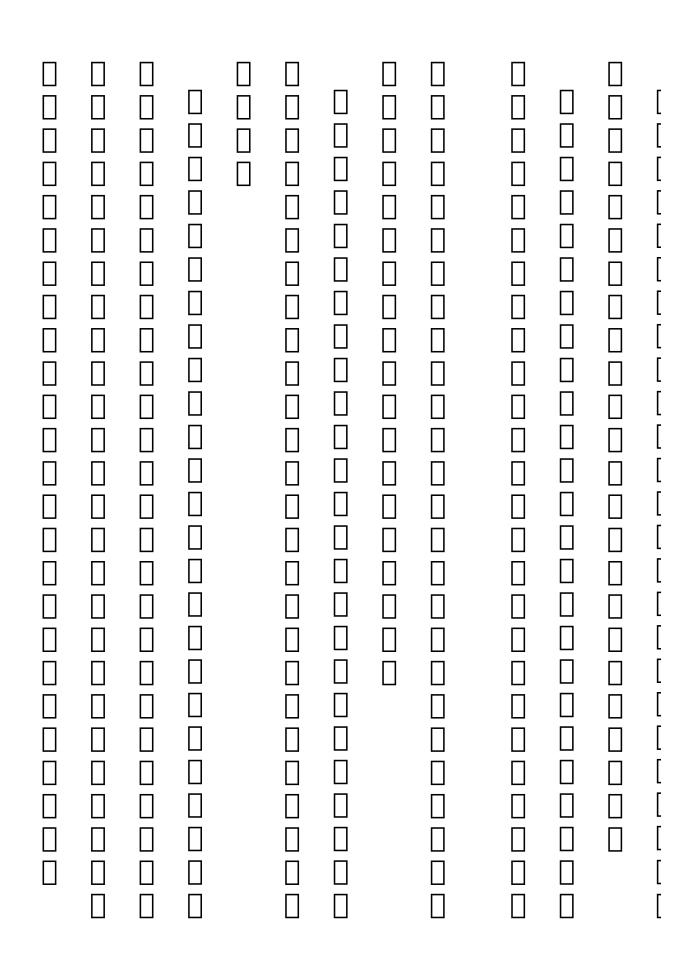
				□ ·	

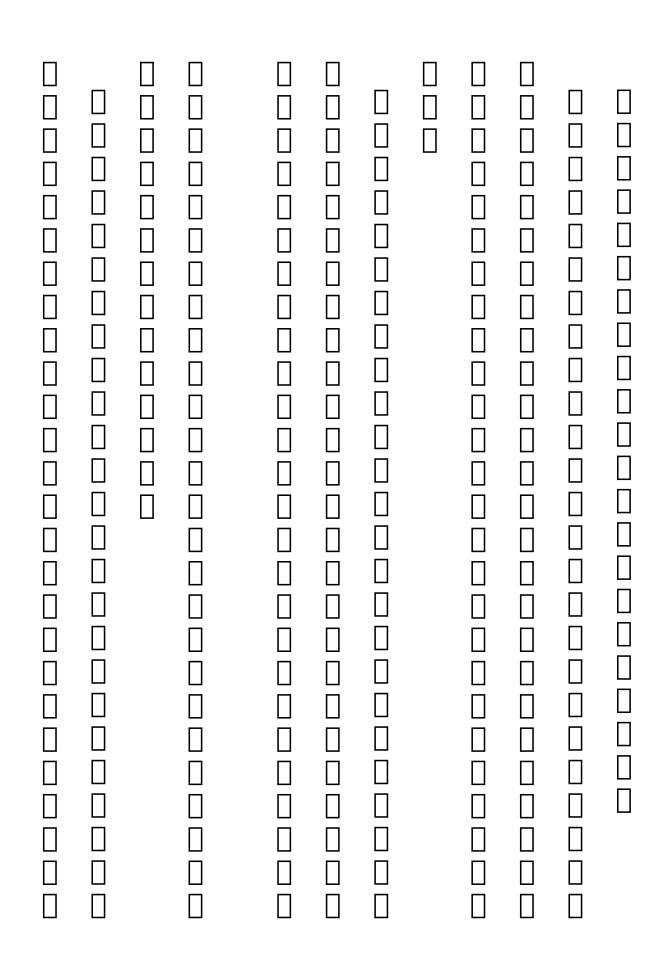


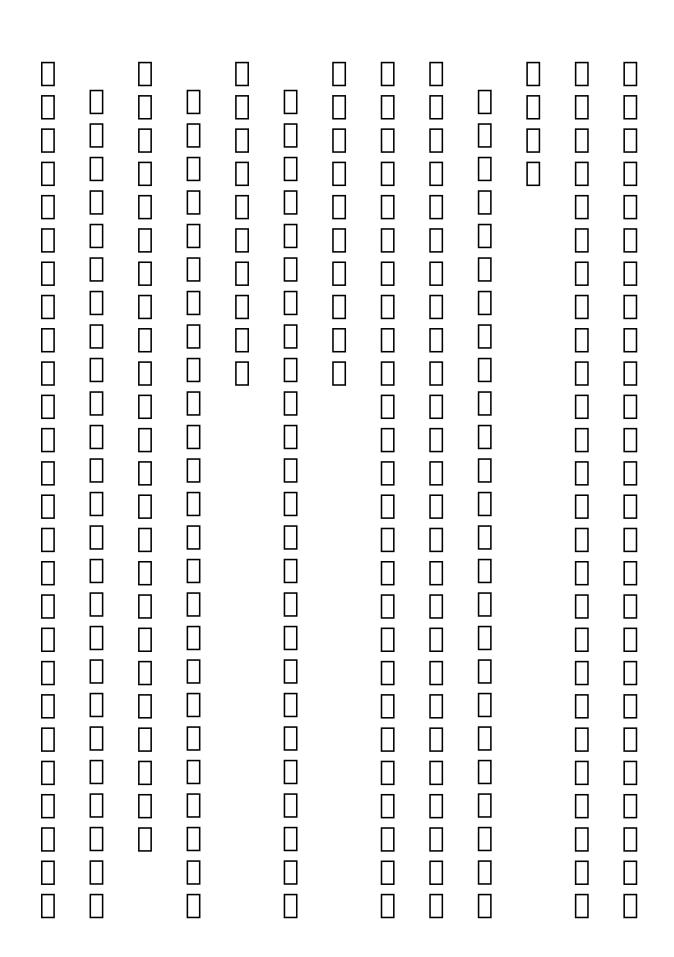


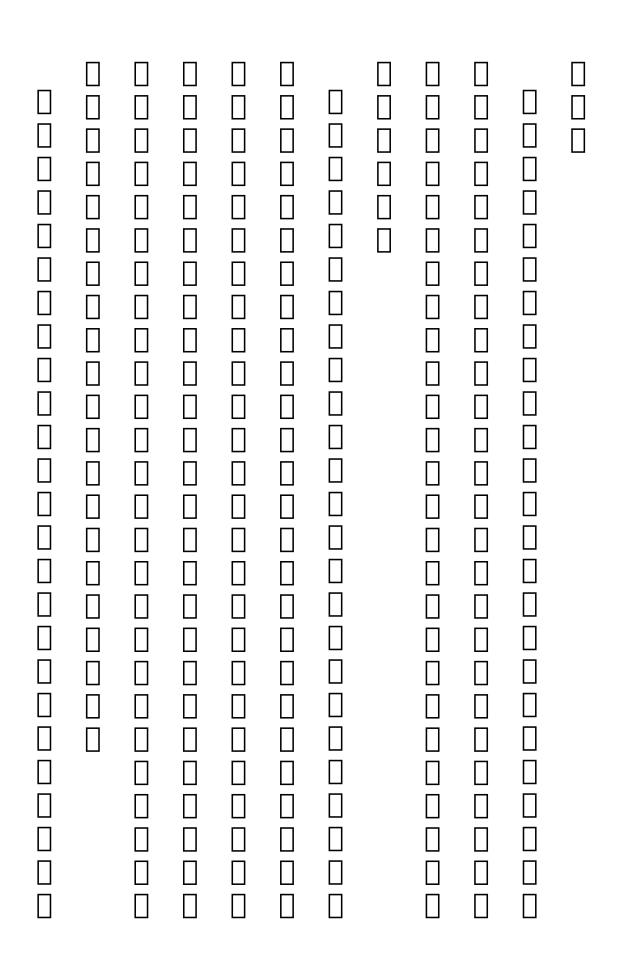


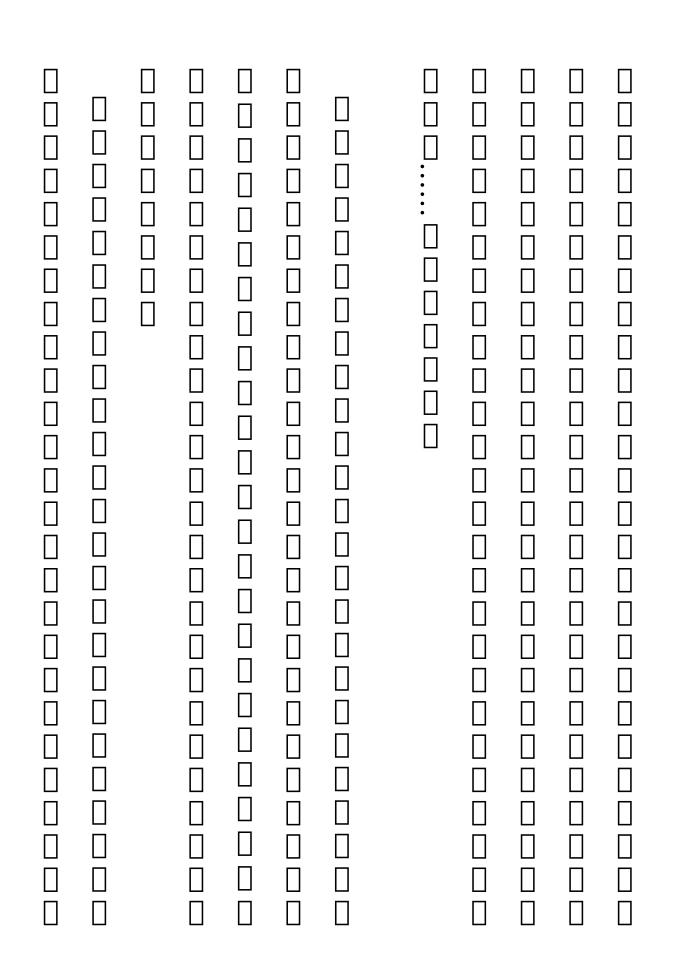


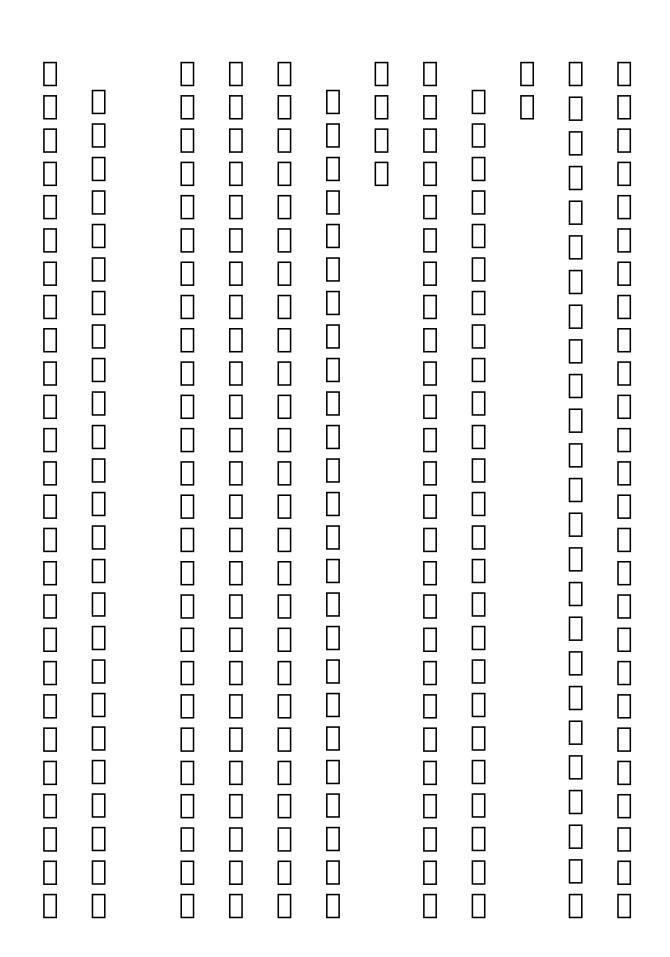


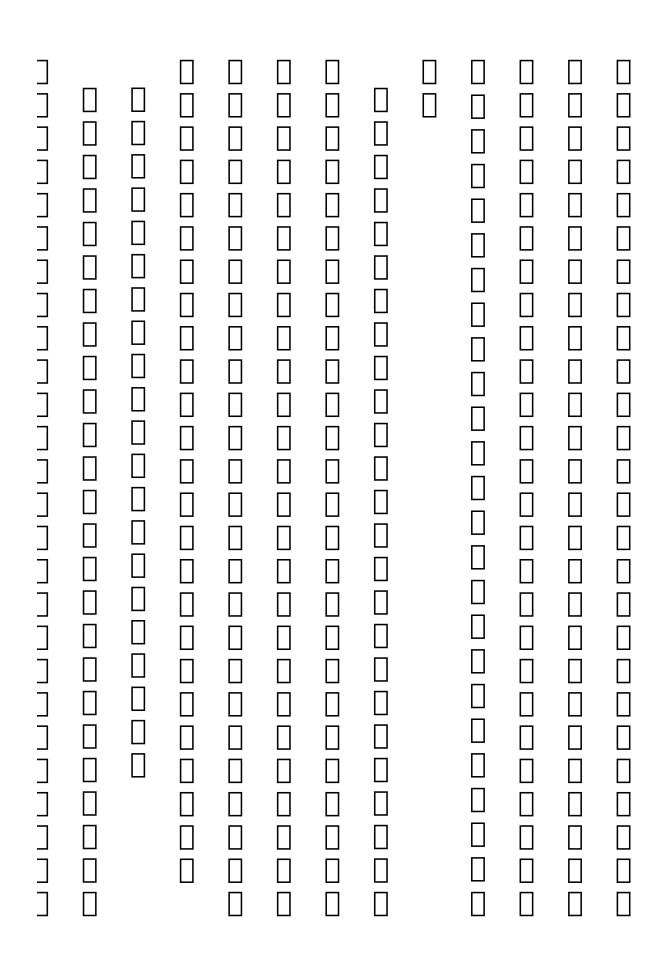


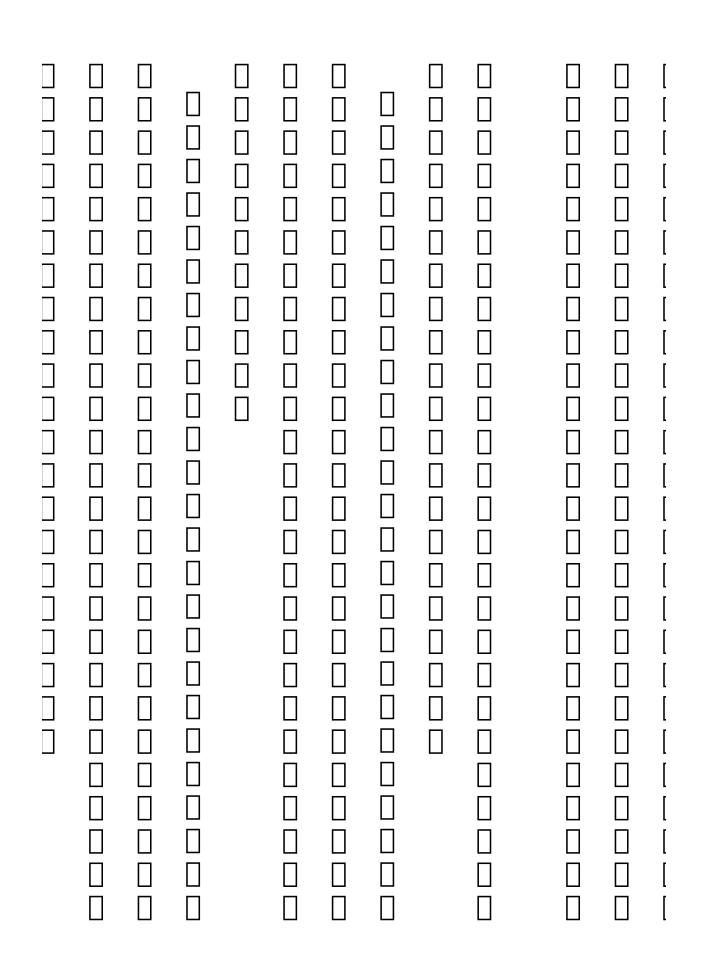


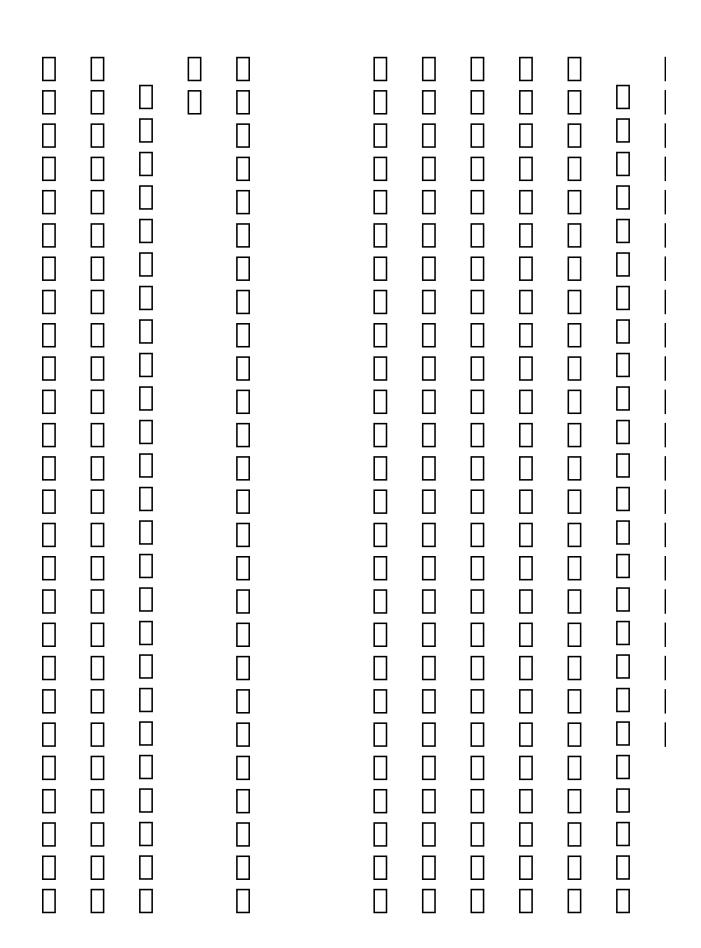


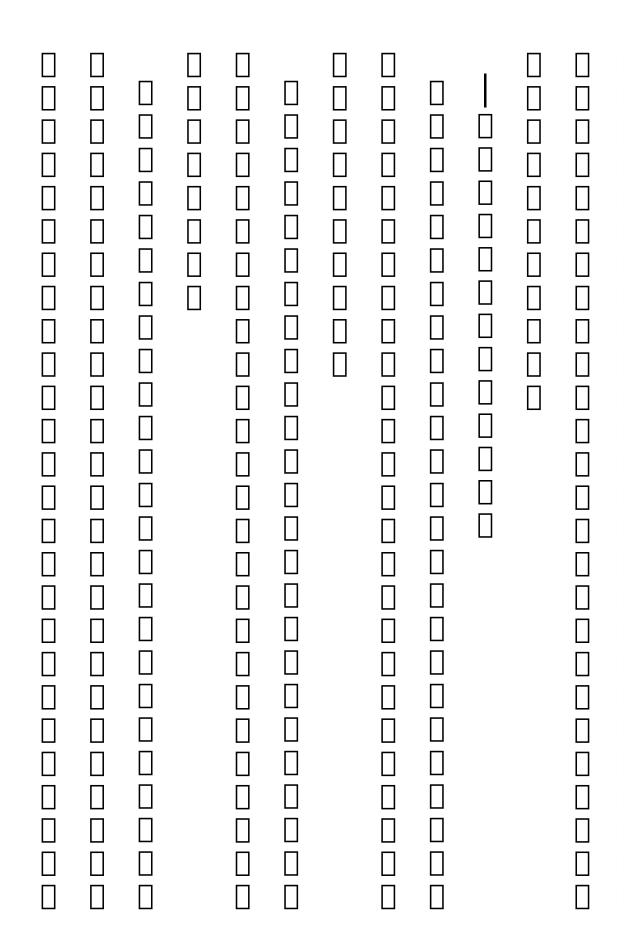


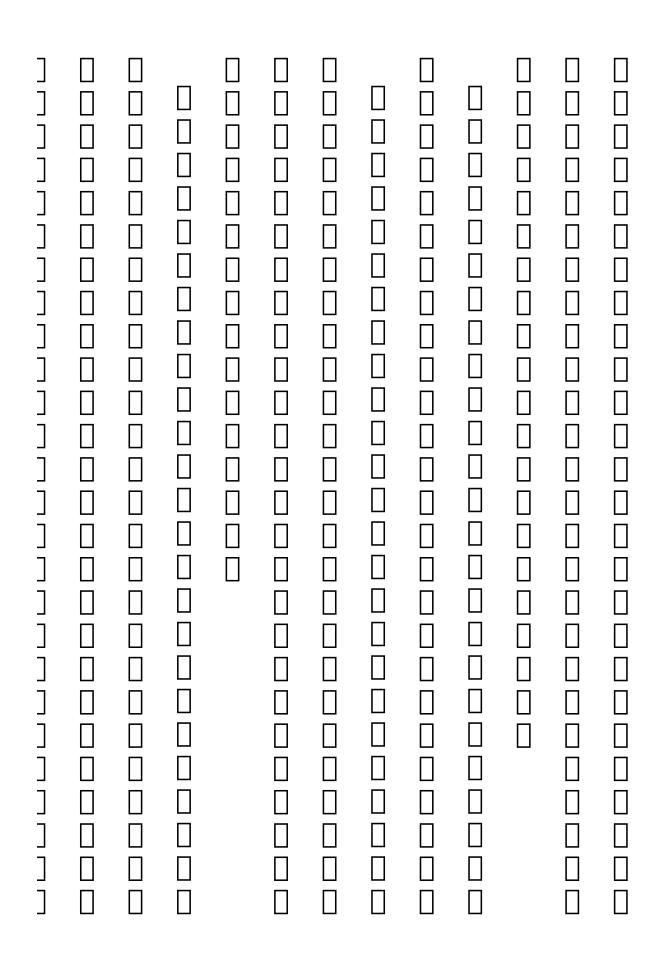




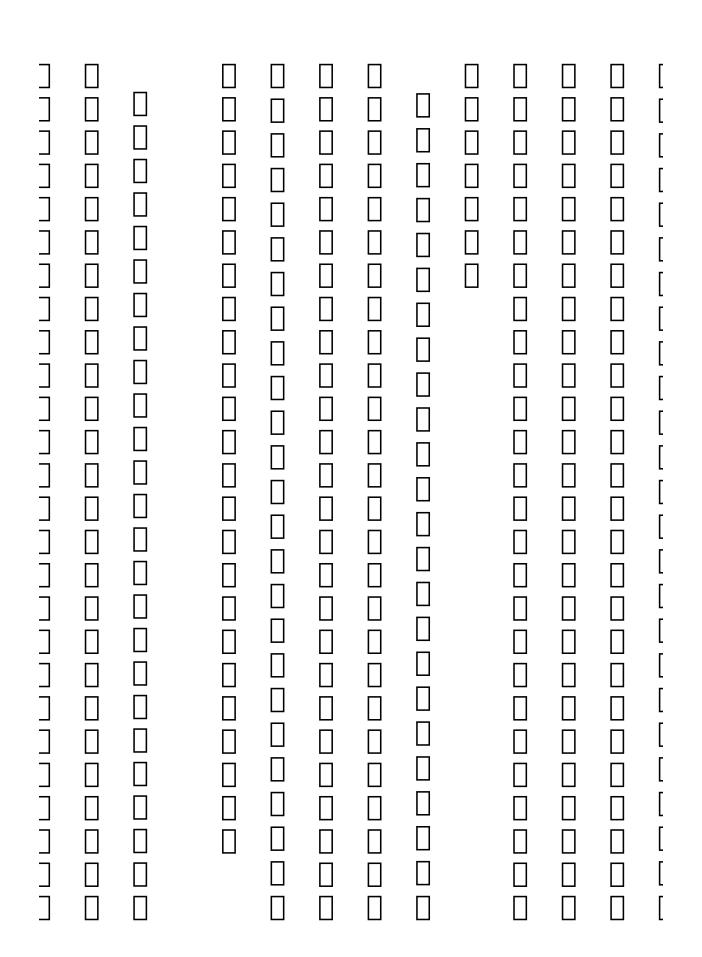


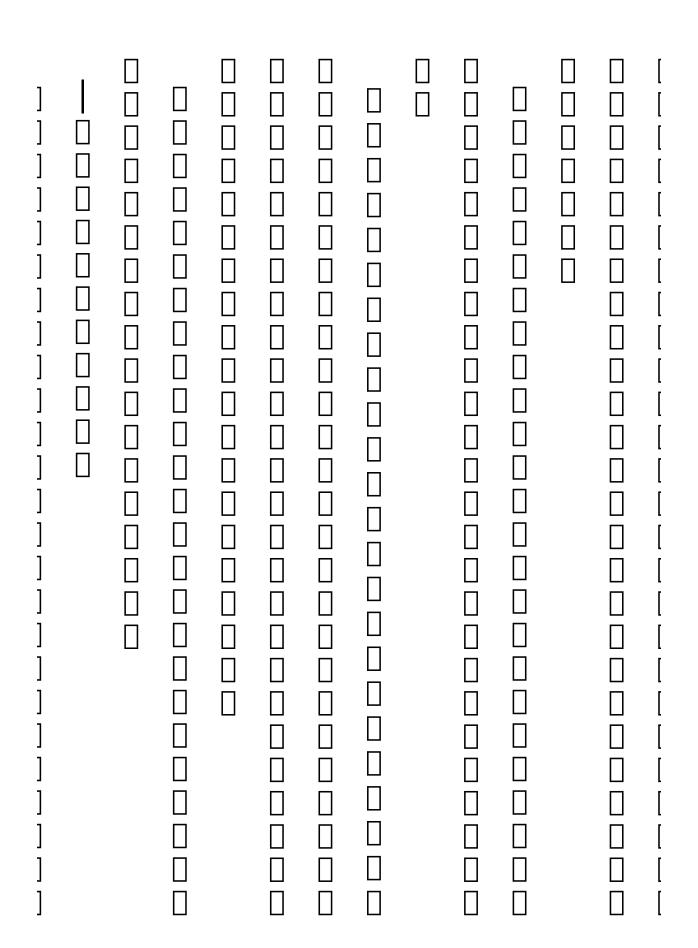




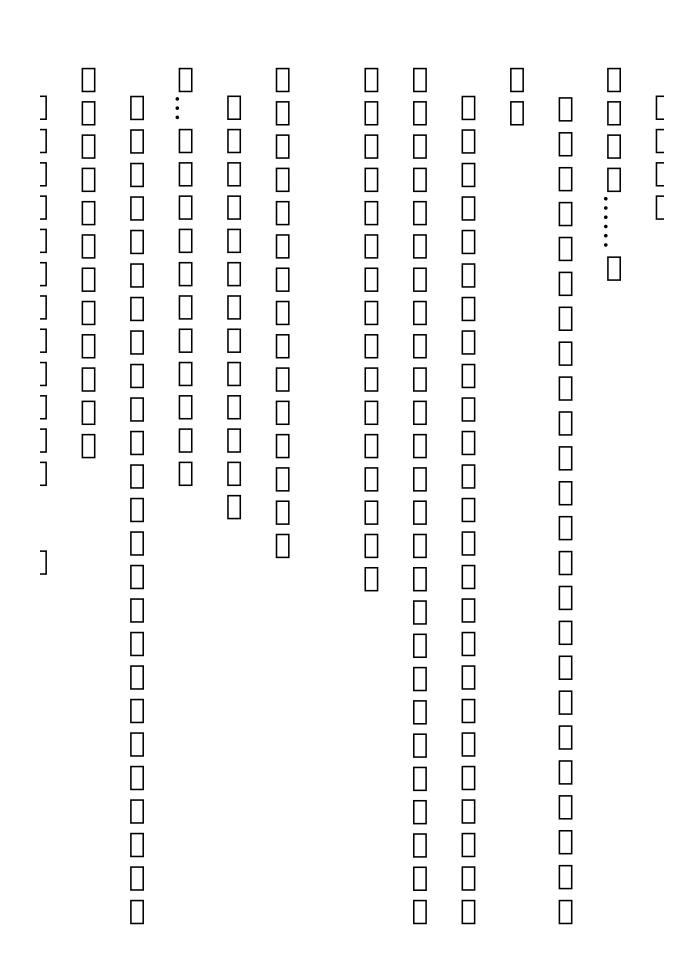


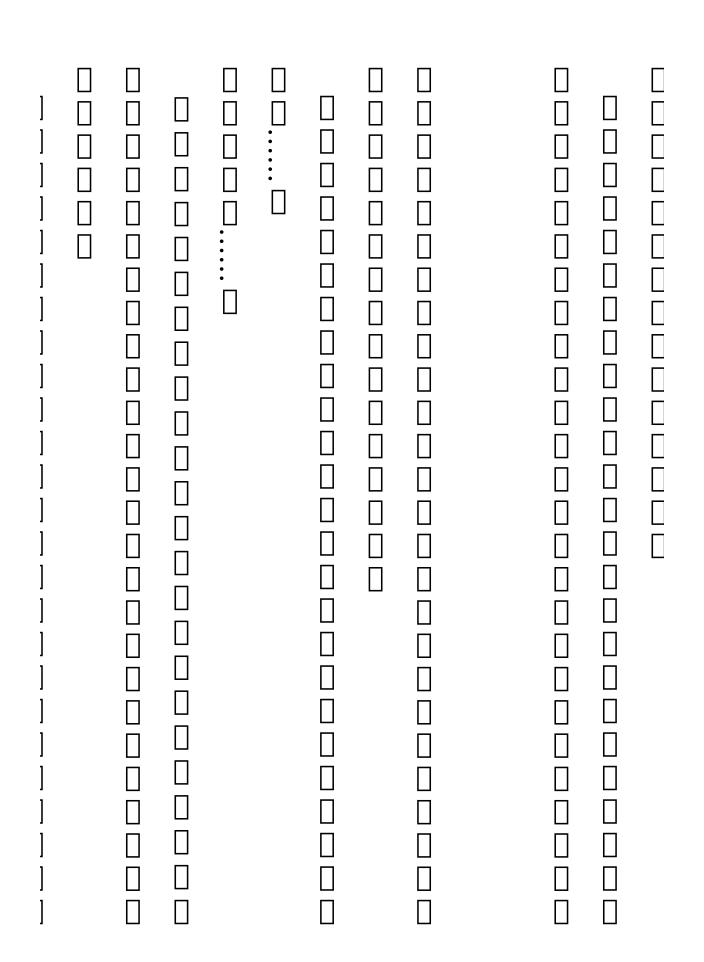
				_										
--	--	--	--	---	--	--	--	--	--	--	--	--	--	--





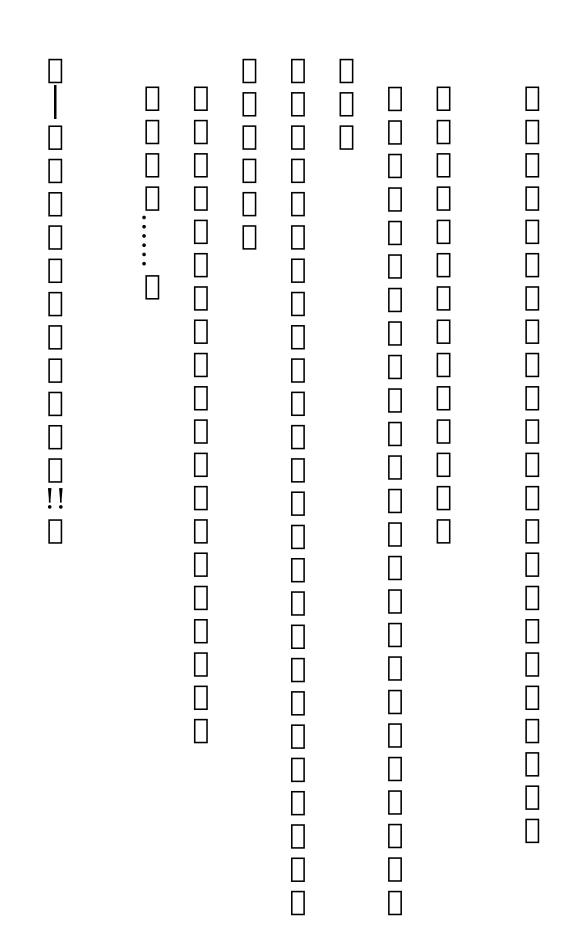
					wiki		





] [ ] [ ] [ ] [							
]							

|--|--|--|--|--|--|--|--|--|--|--|--|--|--|



#### 猫耳猫wiki ▶▶▶ 初心者の手引き「パーティ編成編」より

# ~パーティ編成の注意点・つづき~

## 4. 壁役(タンク)の運用は出来ない

このゲームにヘイト(モンスターからの攻撃優先順位)を操作するようなスキルはありません。また、中盤を超えると敵の攻撃がアホみたいに強くなってくるので、ガチガチに装備を 固めてもあっさり死んだりします。回避盾なら機能しなくもないですが、 COM操作の場合あまりうまく敵の攻撃を避けてくれません。 それよりも先手必勝。レベルを上げて物理で殴りましょう。

### 5. 魔法攻撃は中盤以降全く役に立たない

レベルが100を超えた辺りから、モンスターが複数の魔法耐性を持っていることが 当たり前になってきます。ゲーム後半になると、「魔法が効かない敵が出てくる」ではなく、 「極稀に魔法が効く敵が出てくる」ような状態になります。

工夫すれば何とかなる場合もありますが、それよりもレベルを上げて物理で殴りましょう。

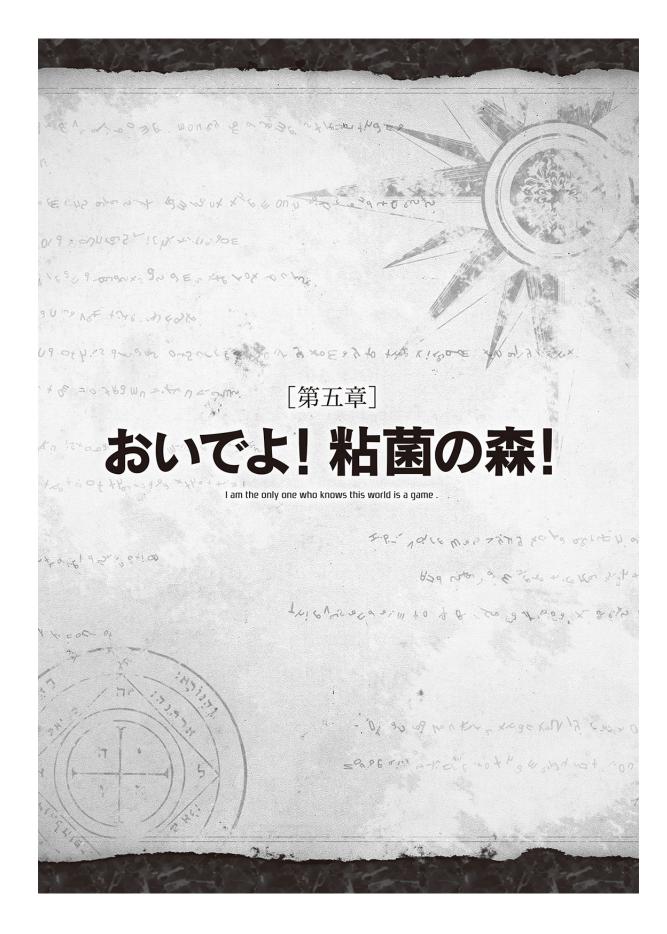
## 6. 回復キャラのレベルは上がらない

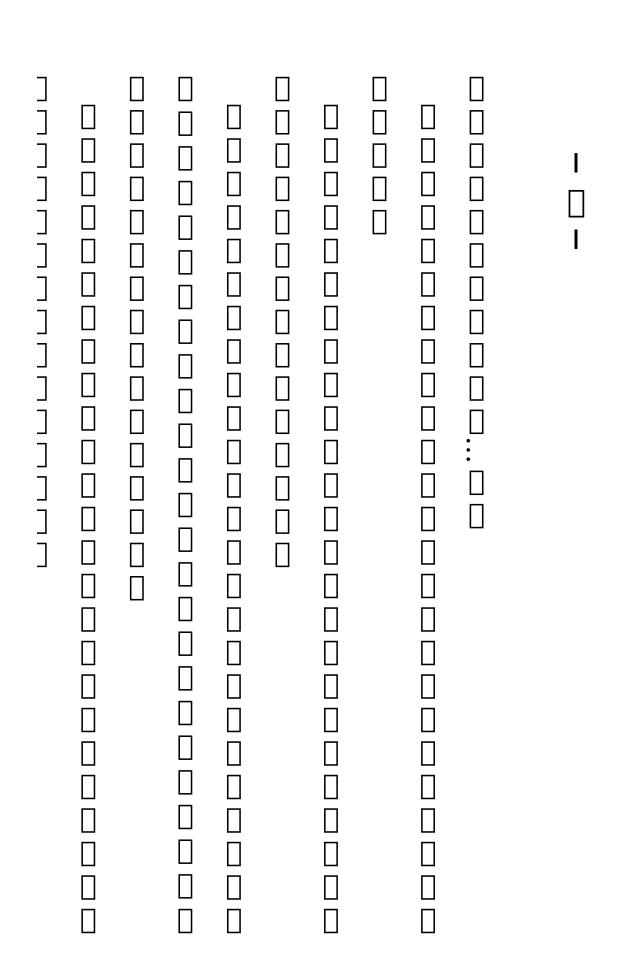
このゲームで経験値を手に入れるには敵にトドメを刺す必要があります。 よって、回復しかしないヒーラーは一切経験値をもらえません。

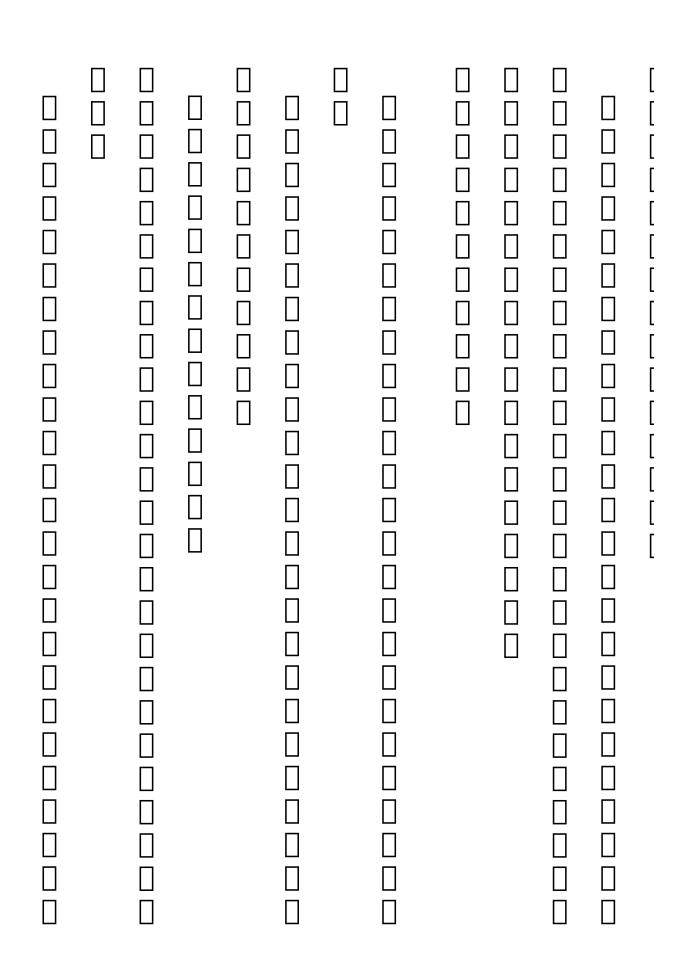
ヒーラーは使い捨てが基本です。

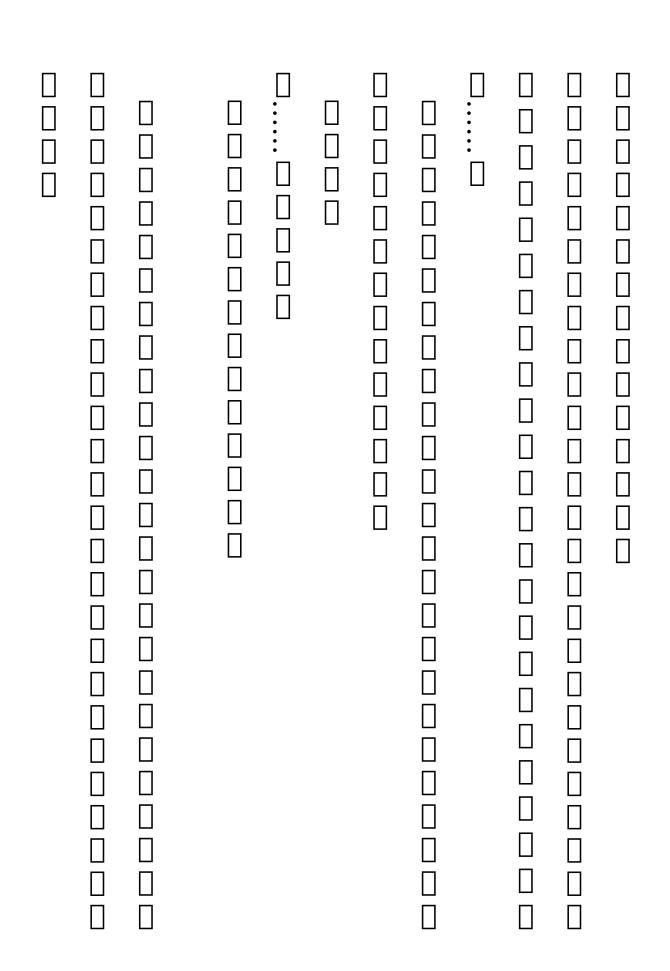
どうしてもヒーラーを強くしたいなら、武器のレベルを上げて物理で殴りましょう。

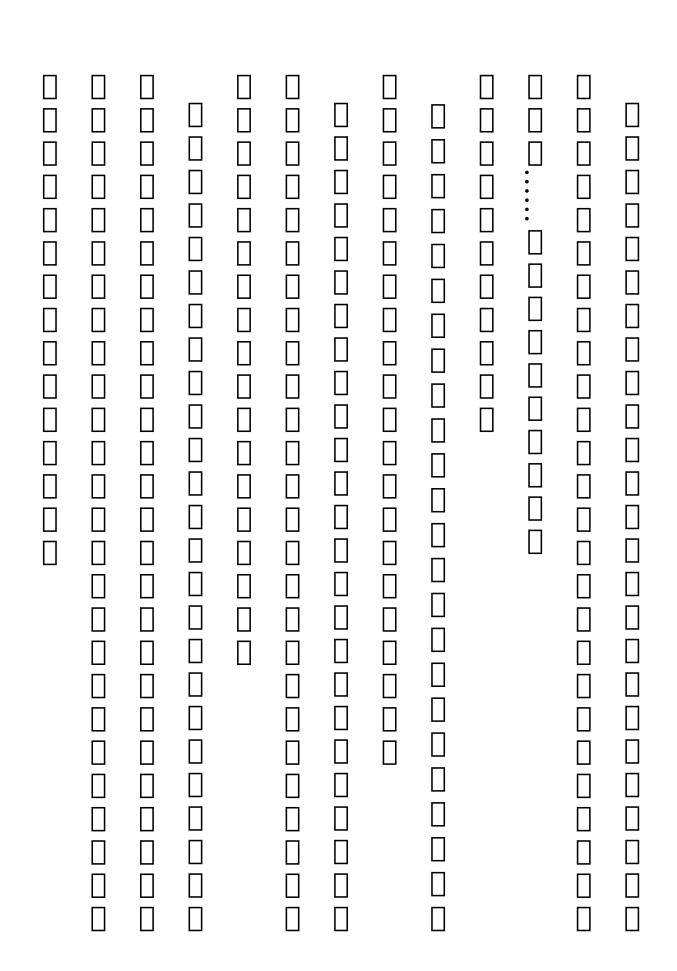


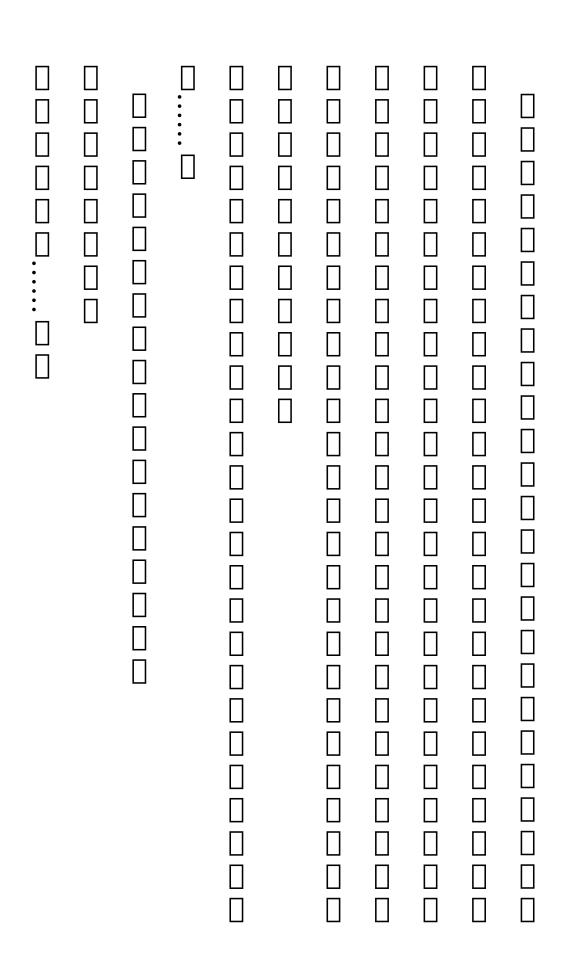


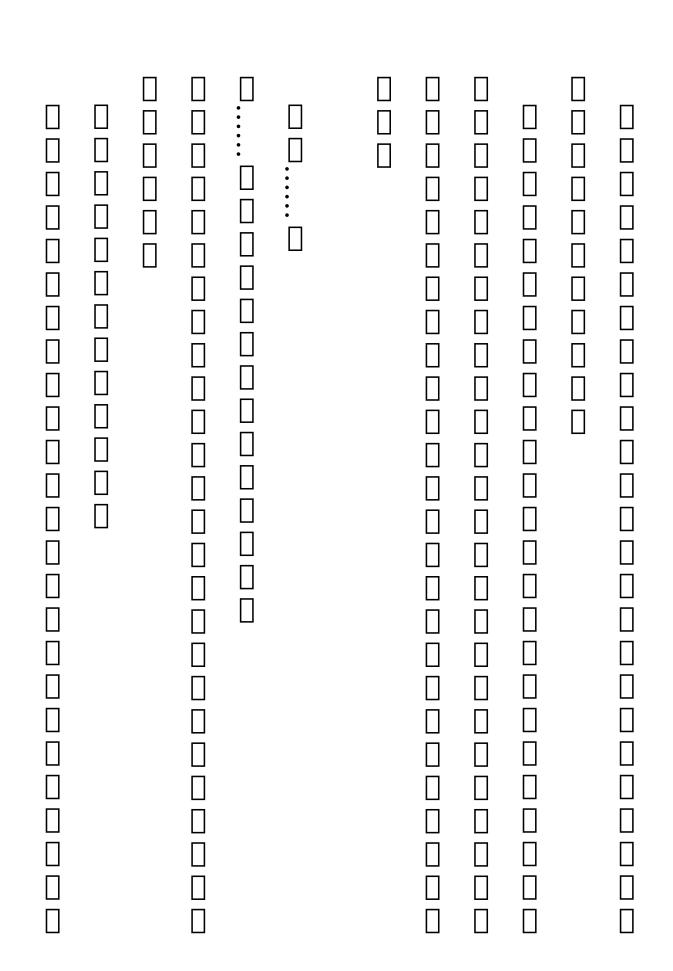


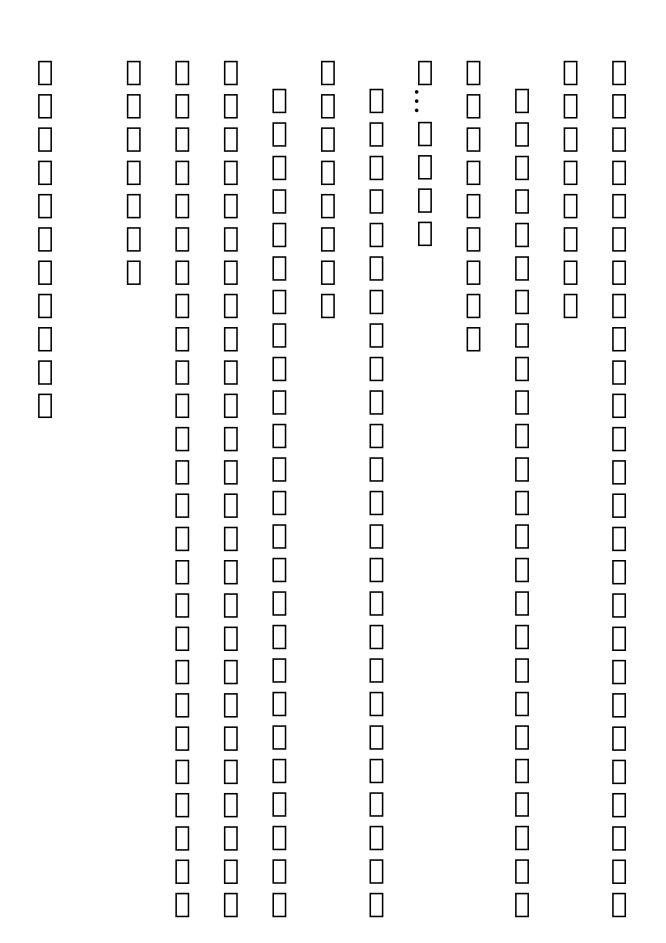


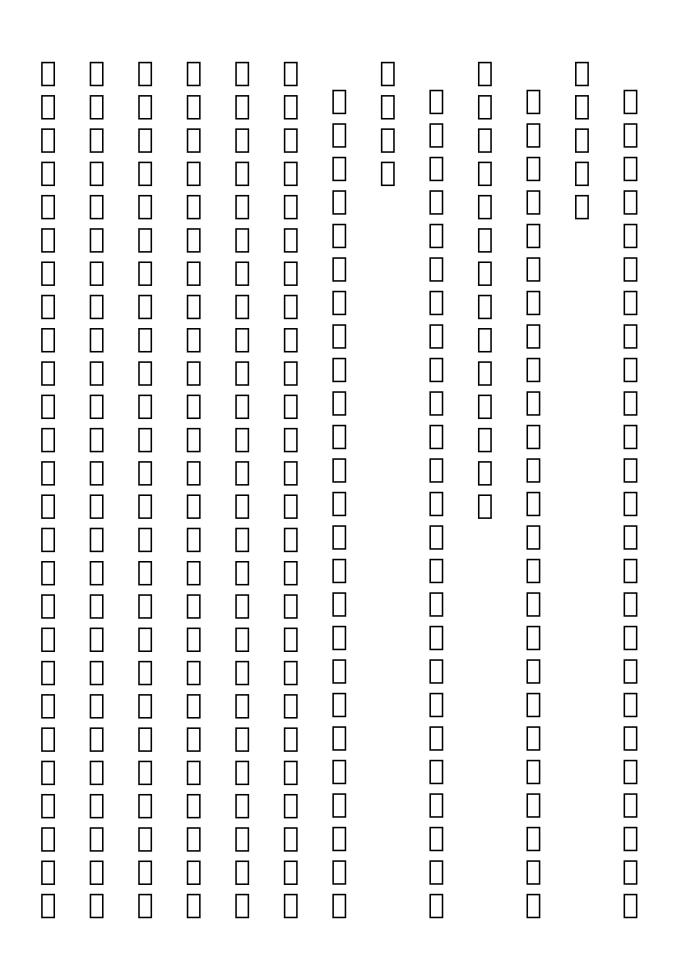


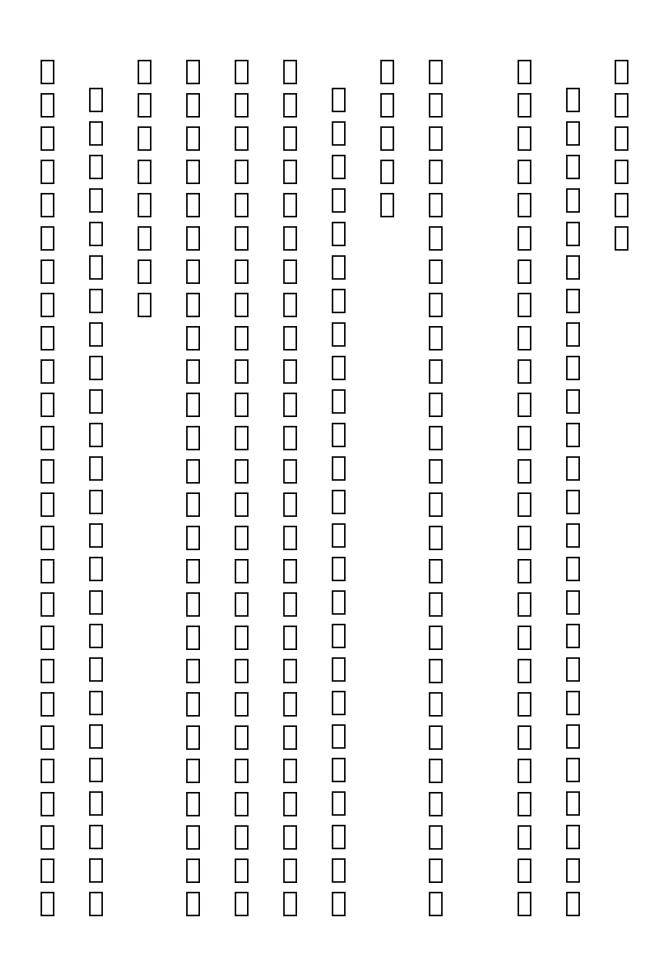


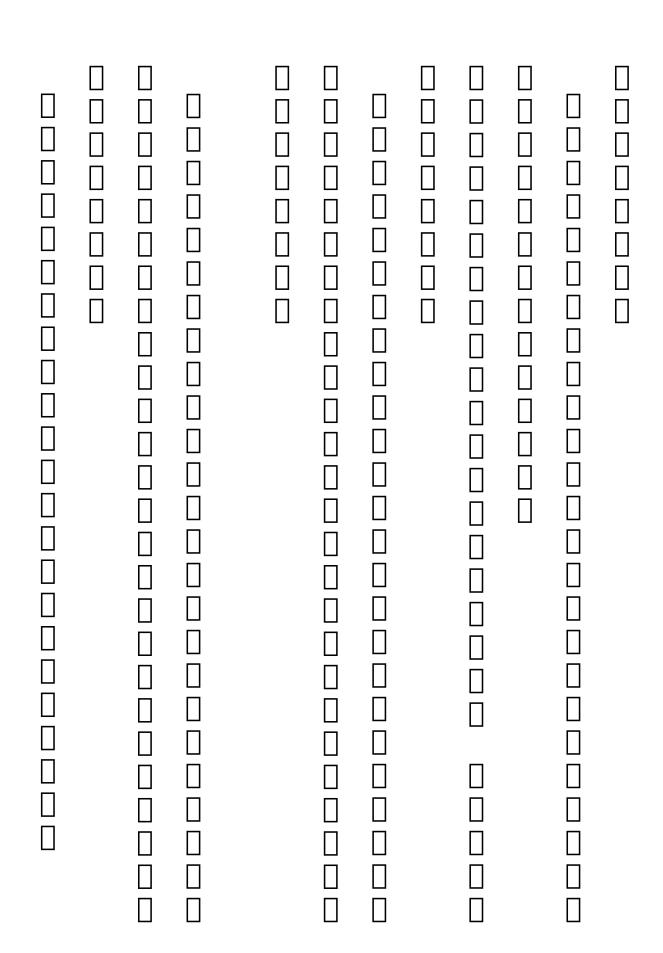


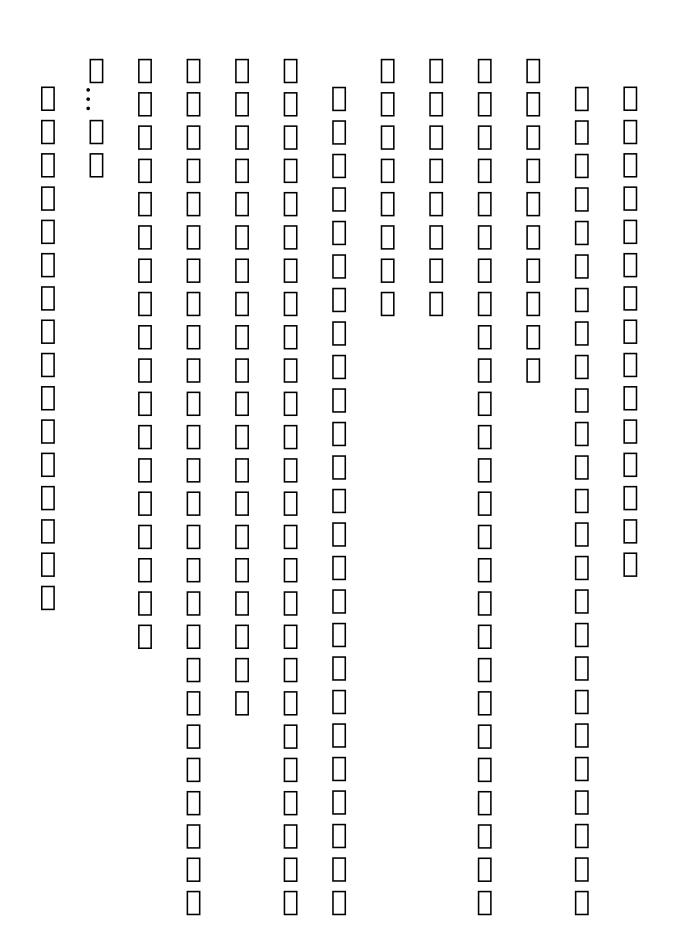


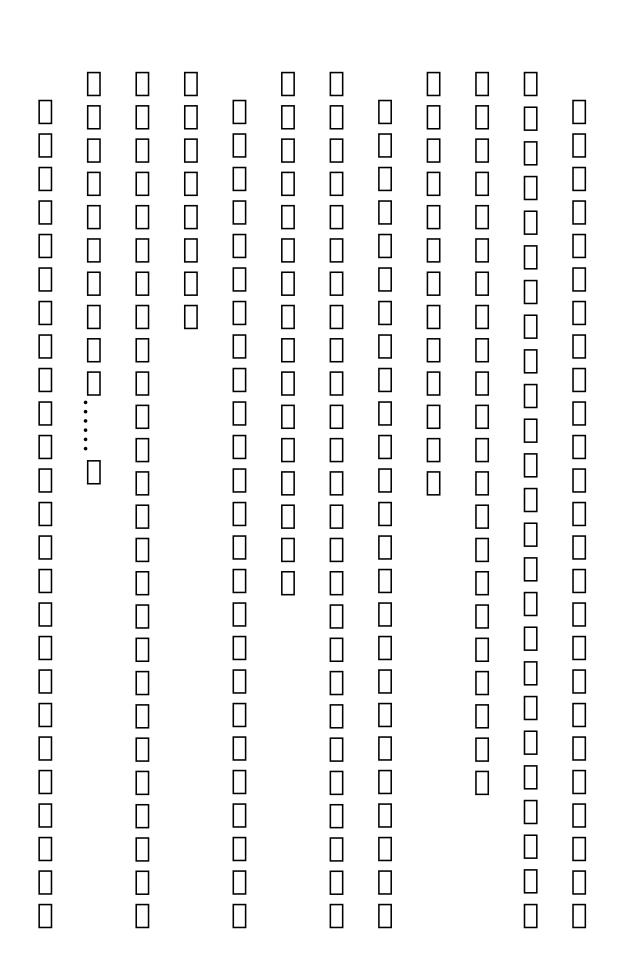


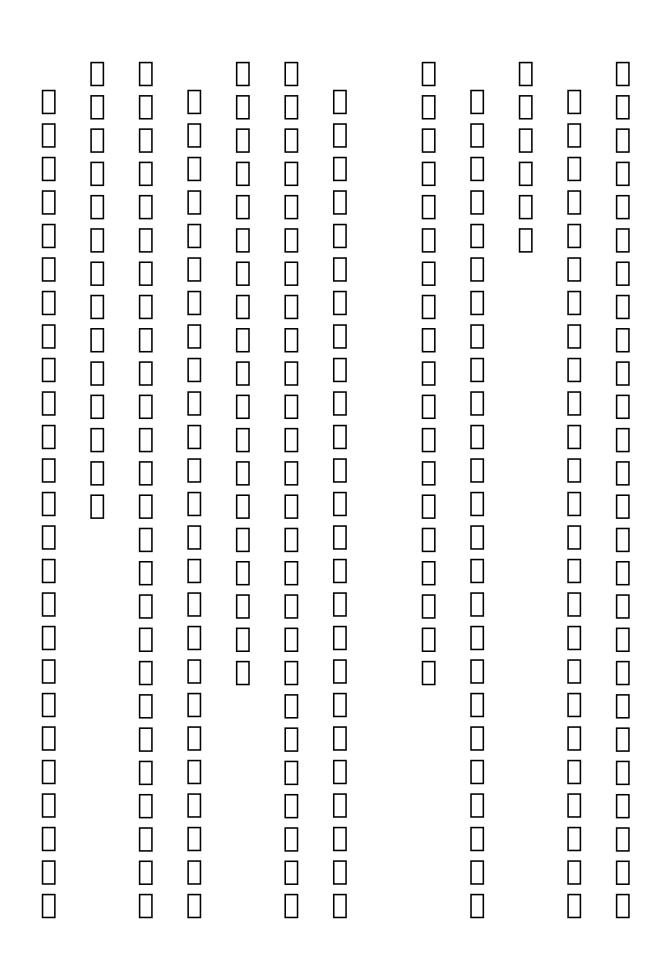


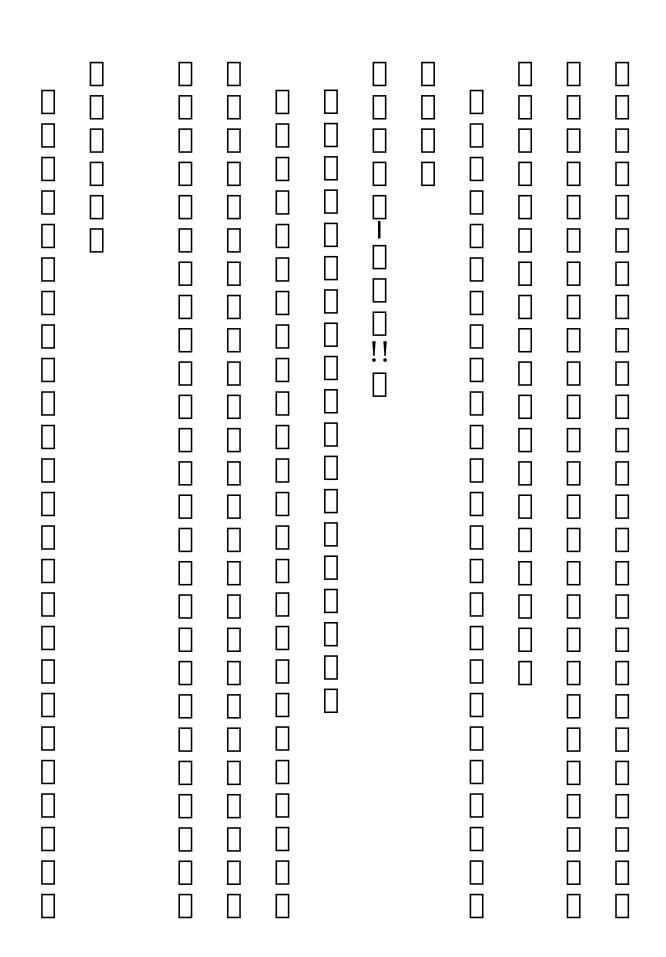




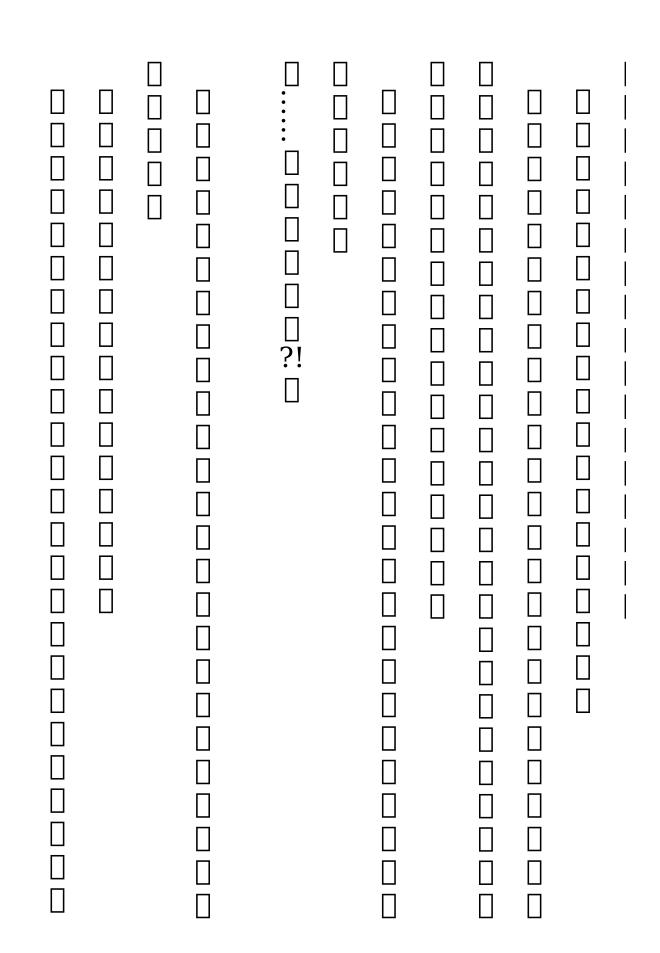


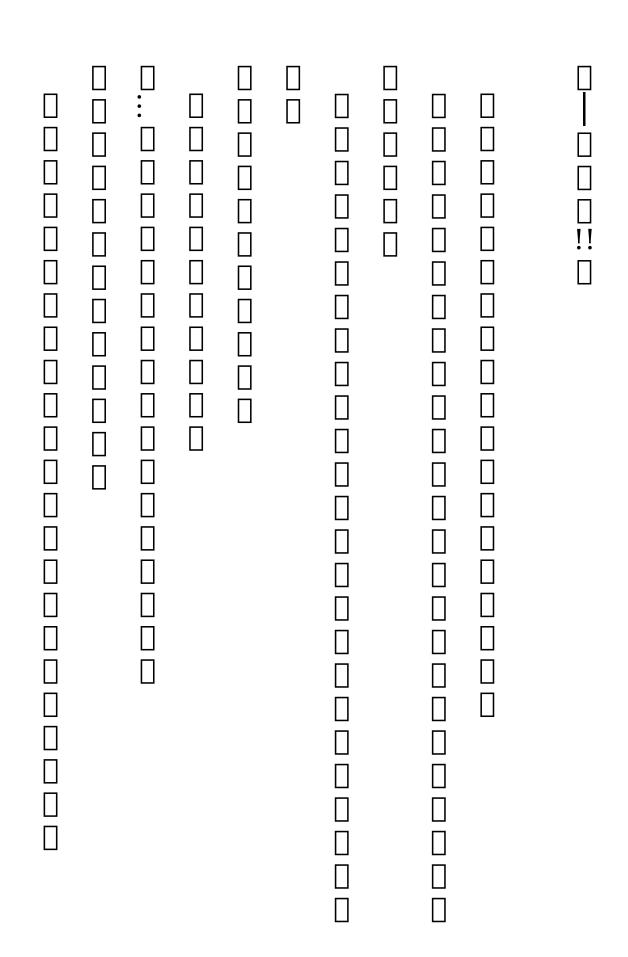


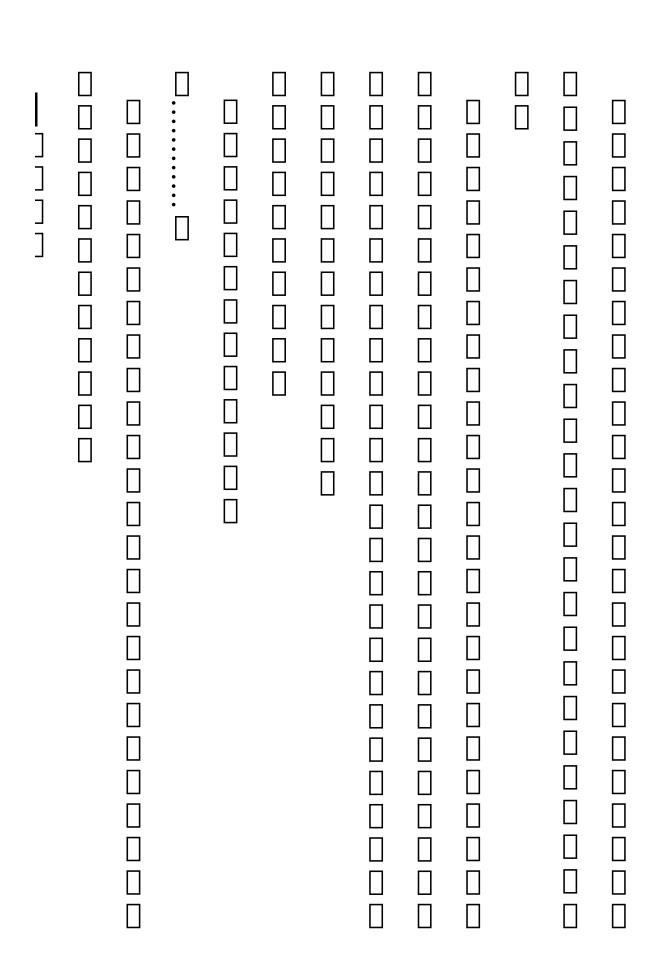


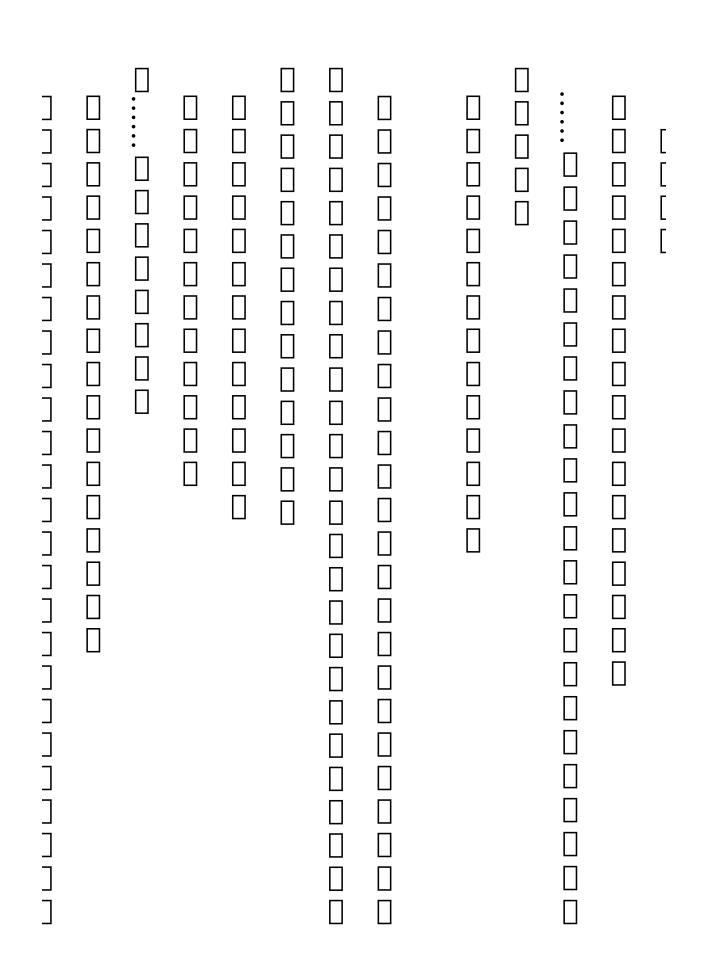


|--|--|--|--|--|--|--|--|--|--|--|--|--|





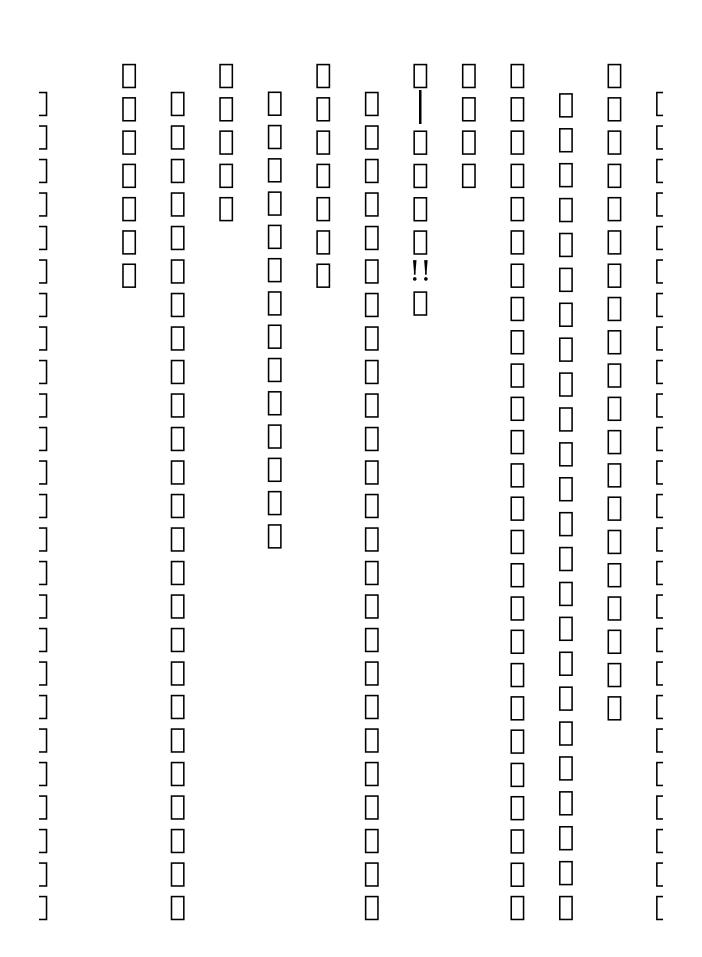


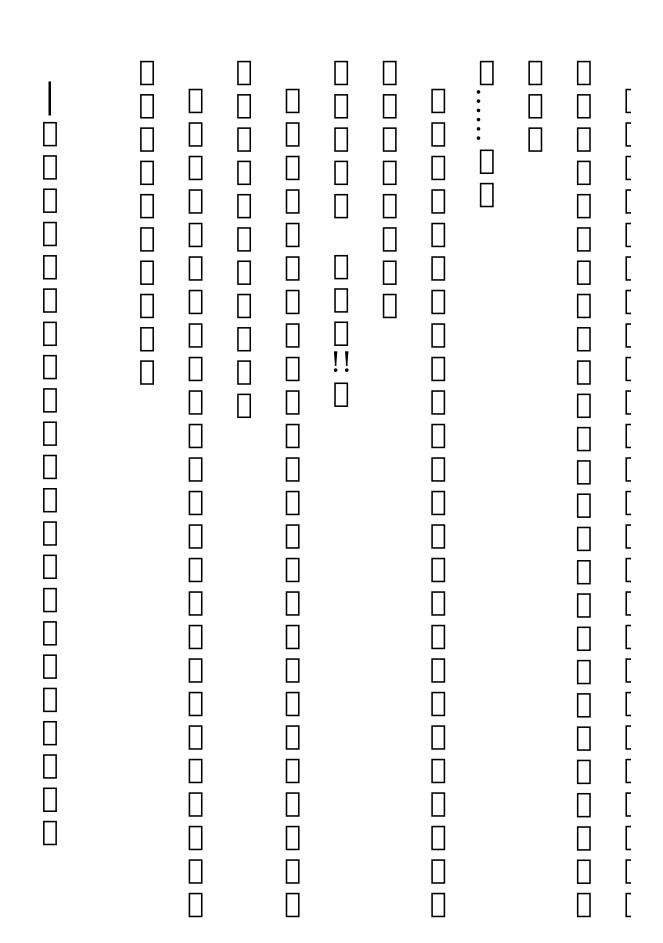


|--|

] [										
-----	--	--	--	--	--	--	--	--	--	--

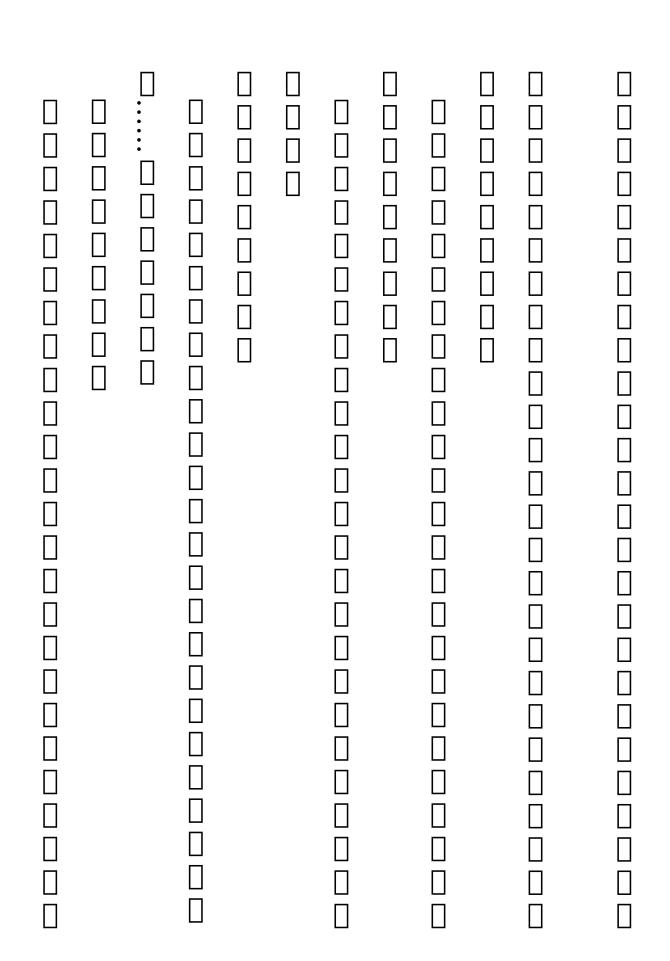
] ] !													
-------------	--	--	--	--	--	--	--	--	--	--	--	--	--

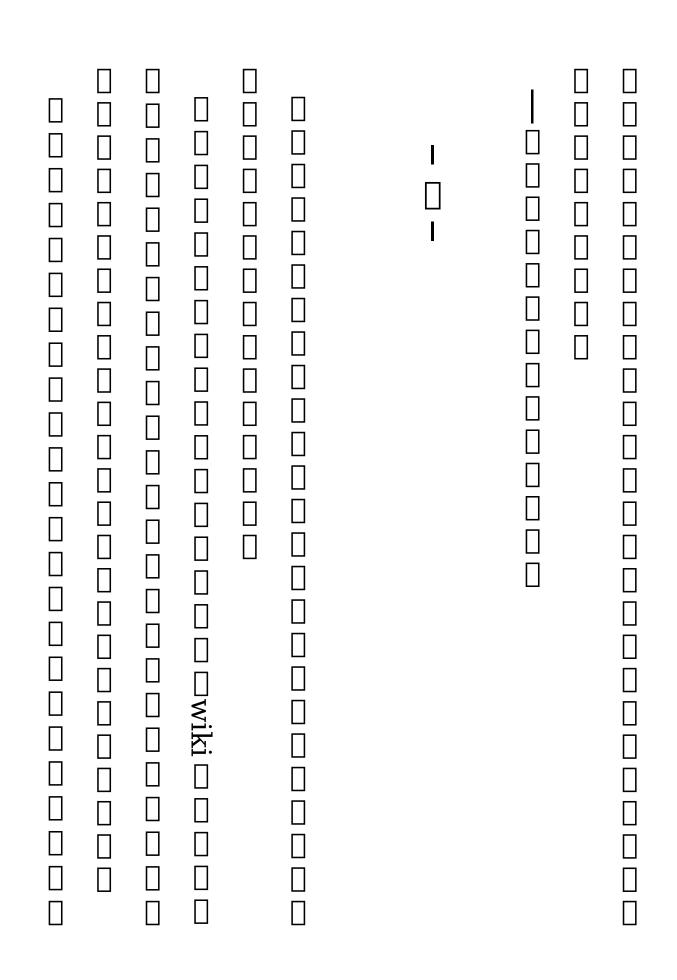


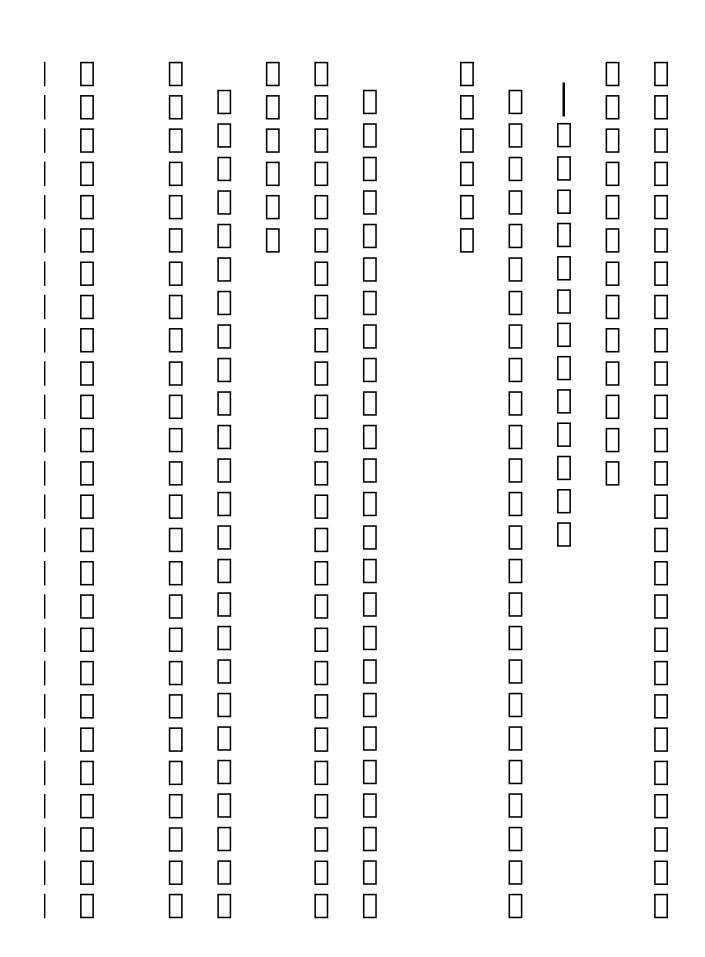


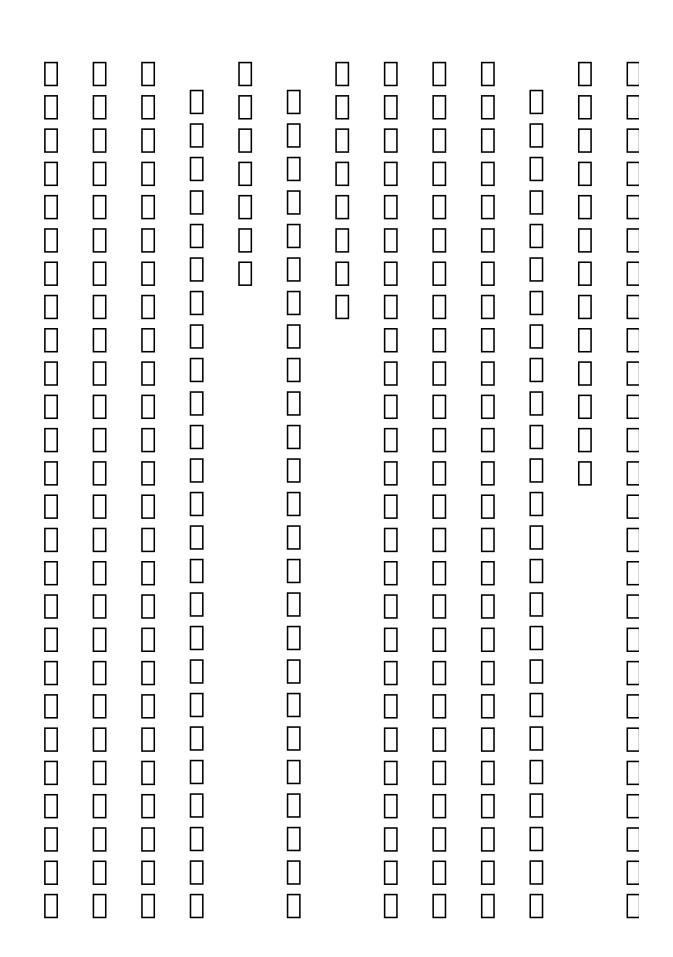
|--|--|--|--|--|--|--|--|--|--|--|--|--|

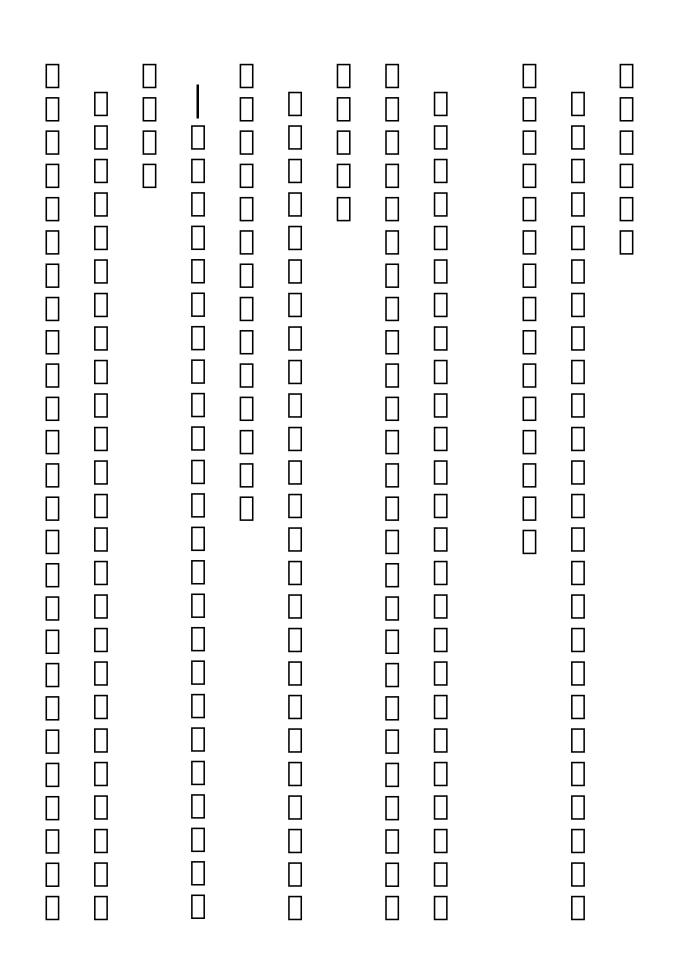
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

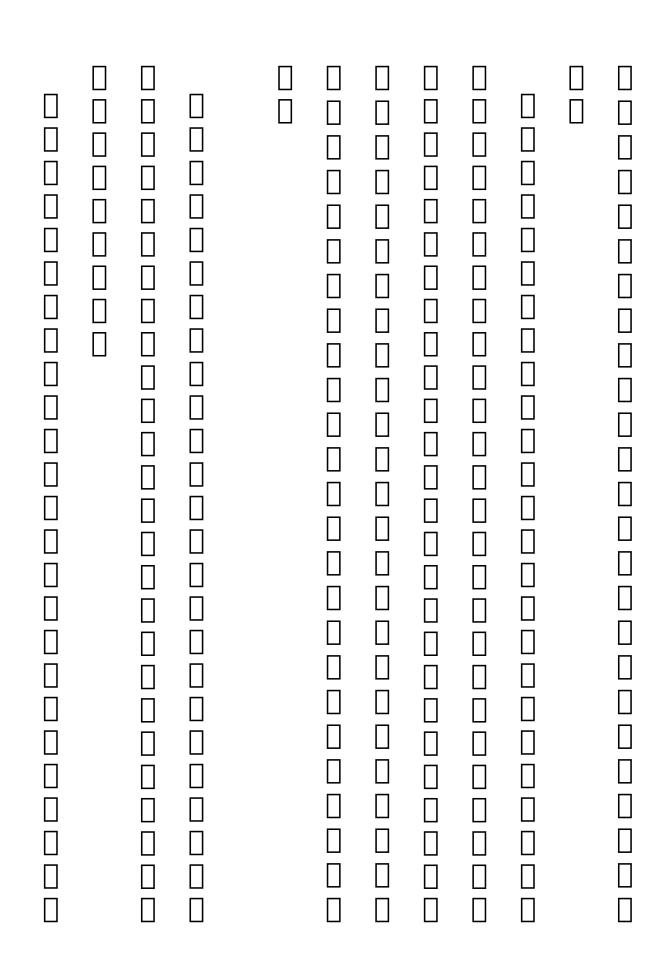


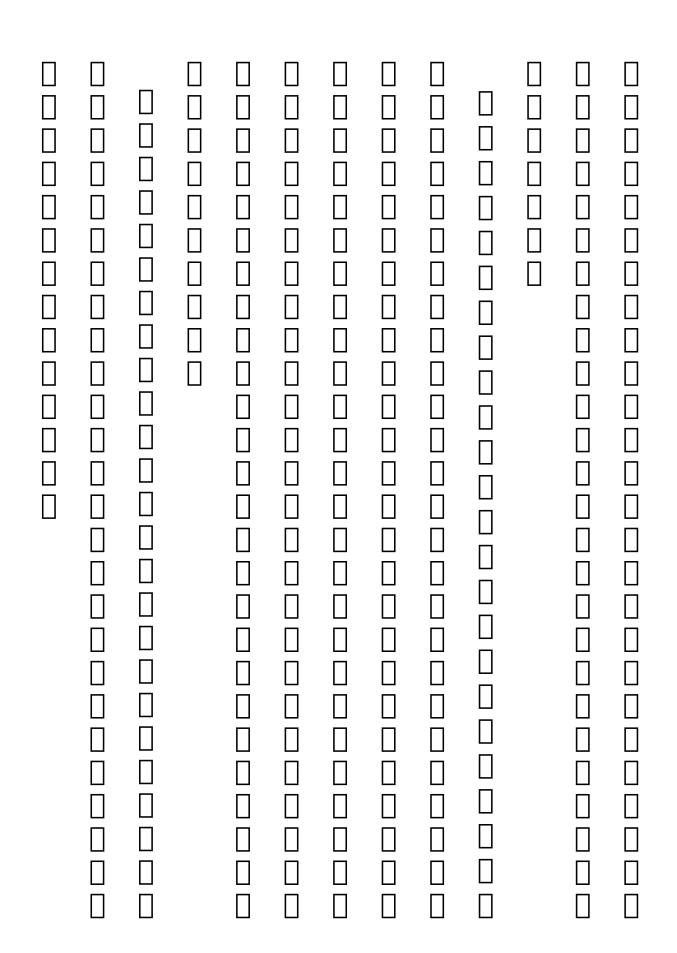


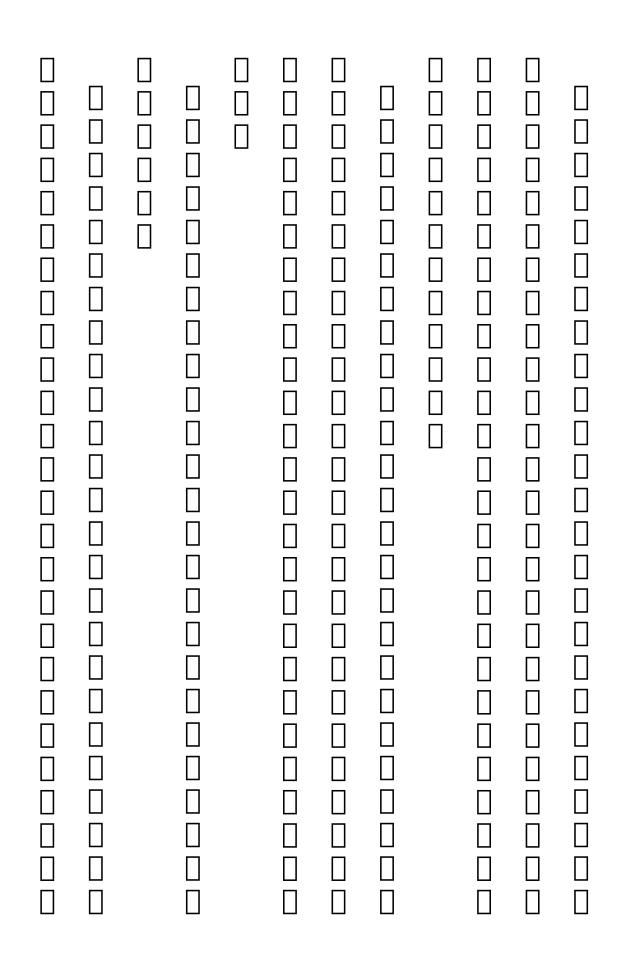


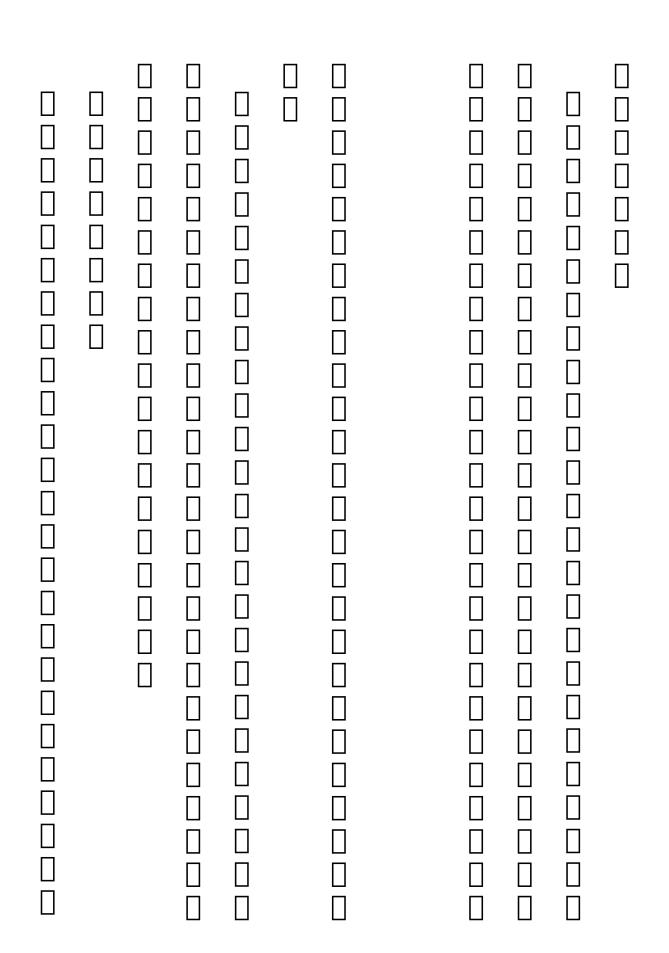


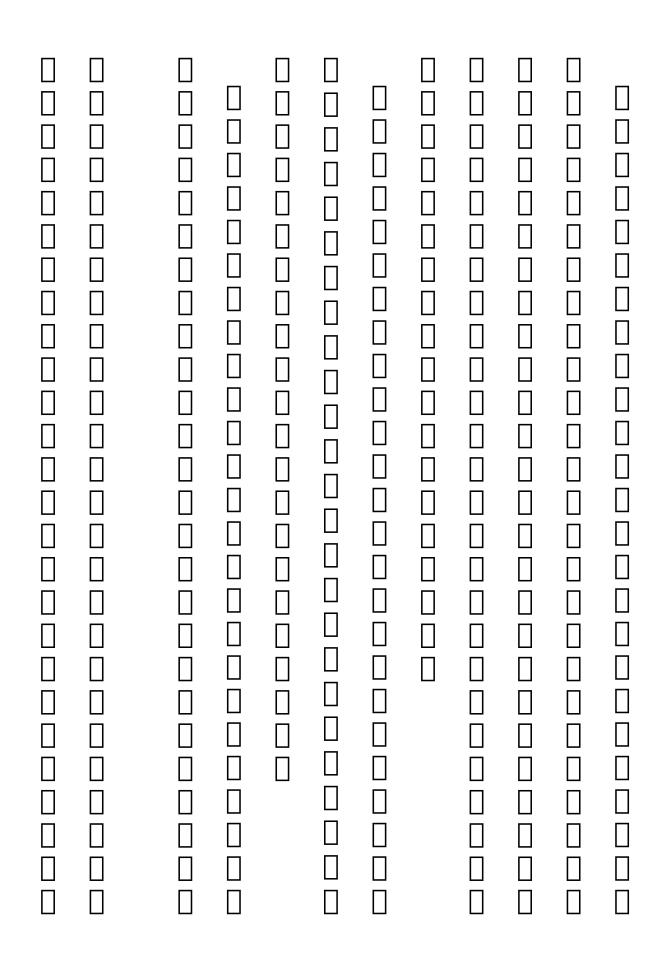


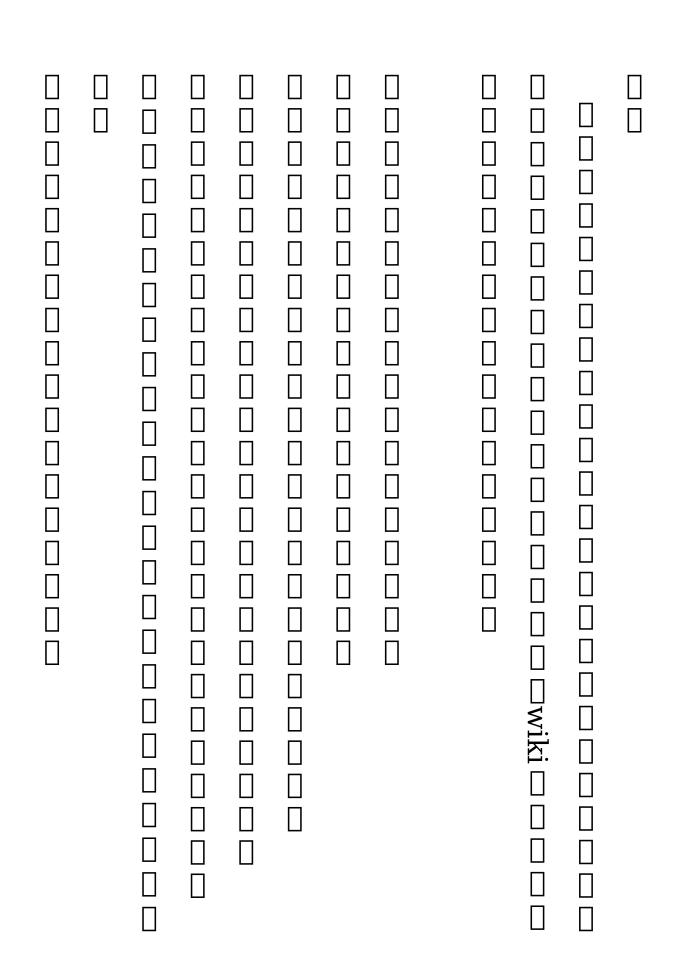


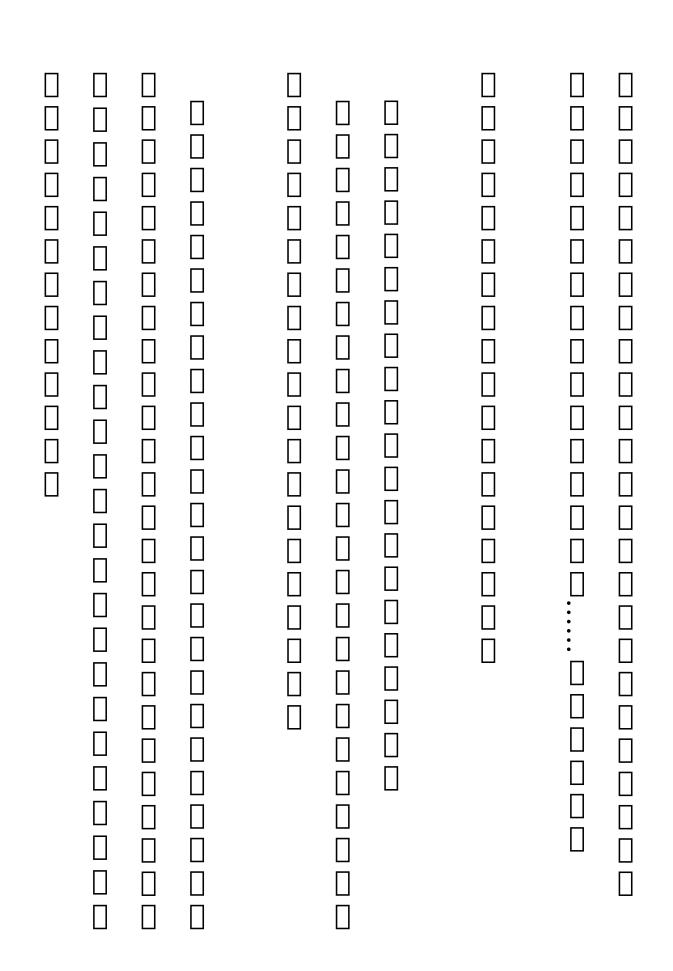


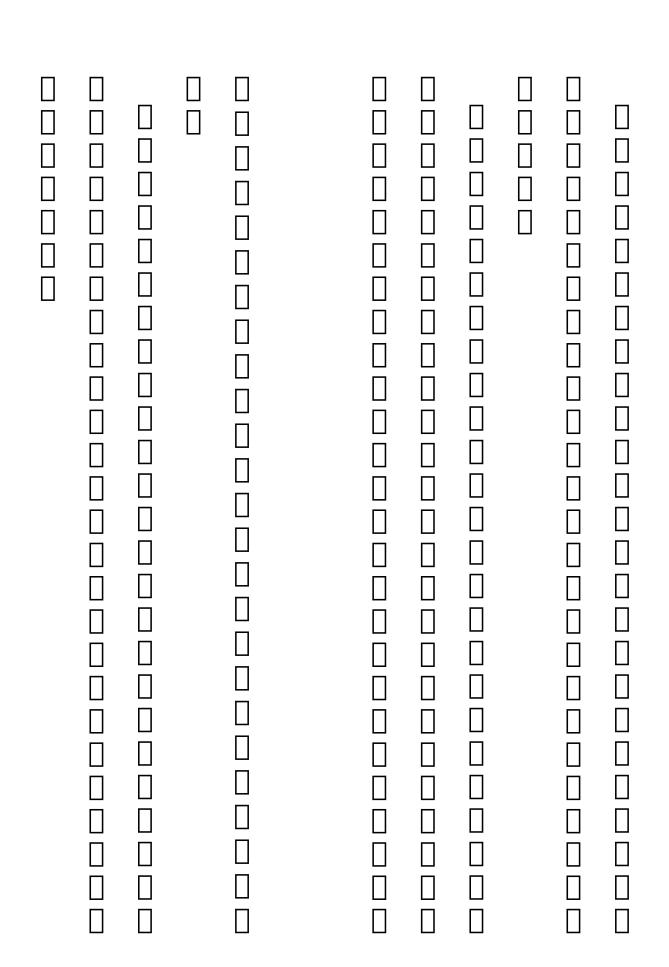


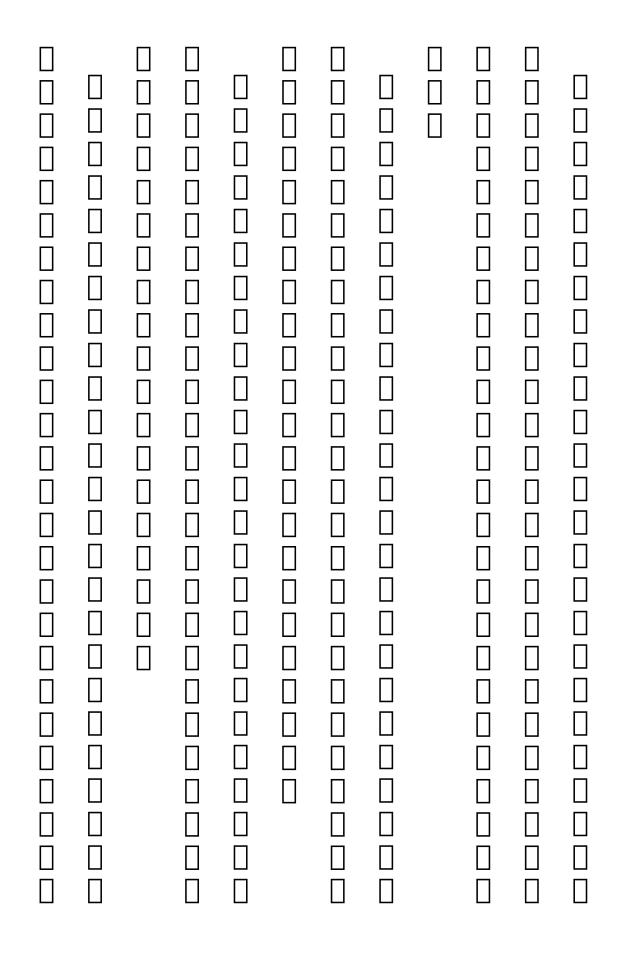


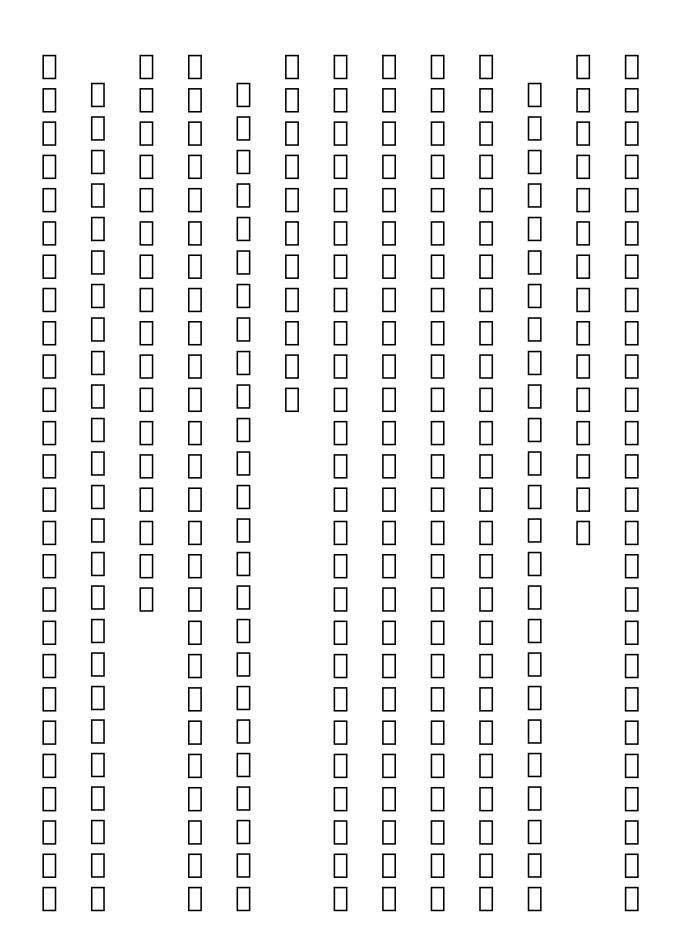


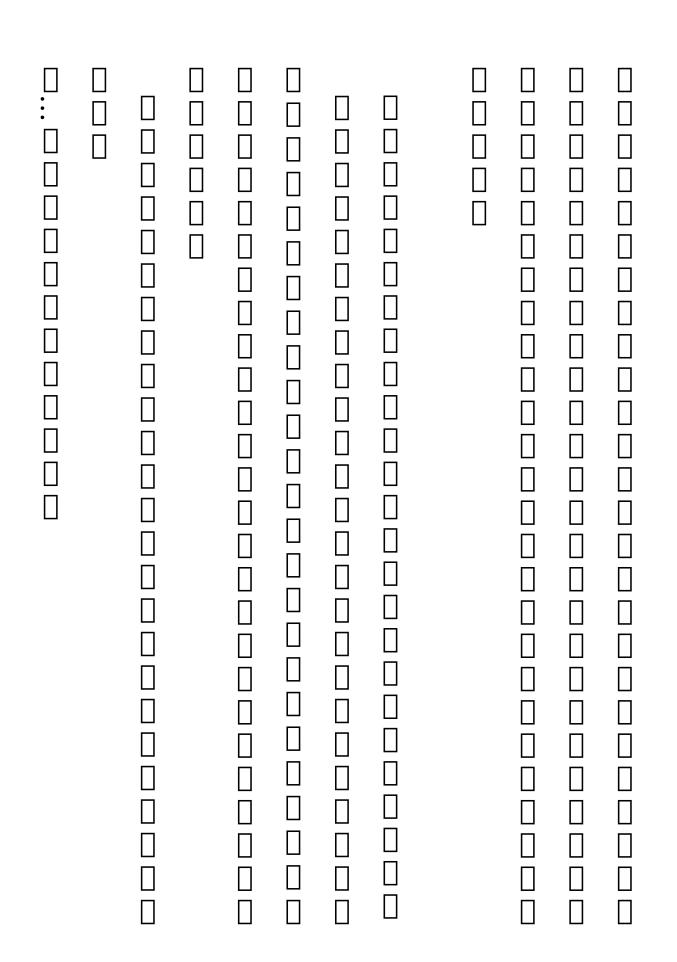


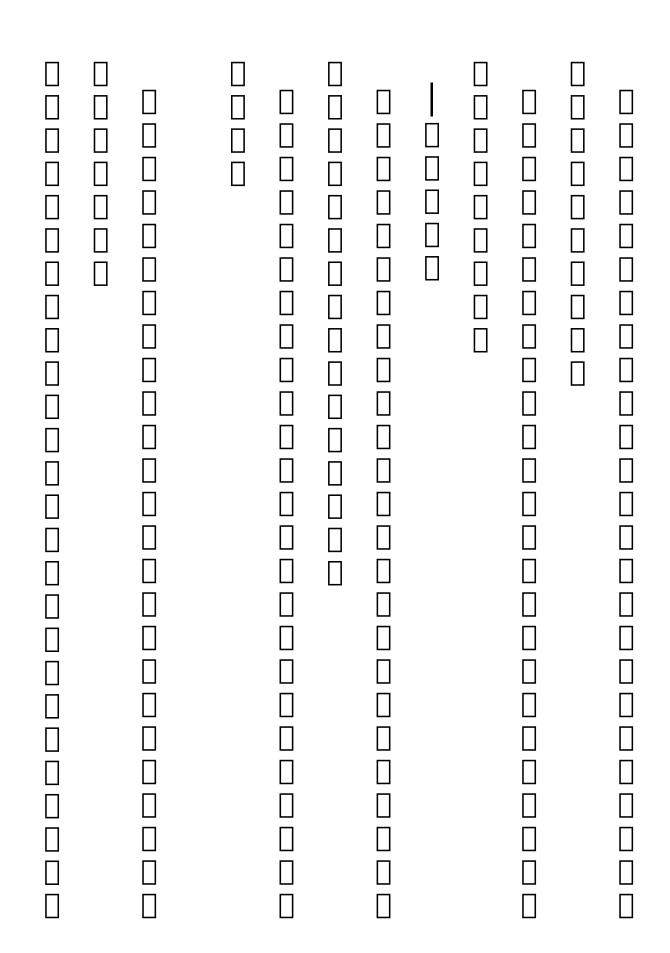


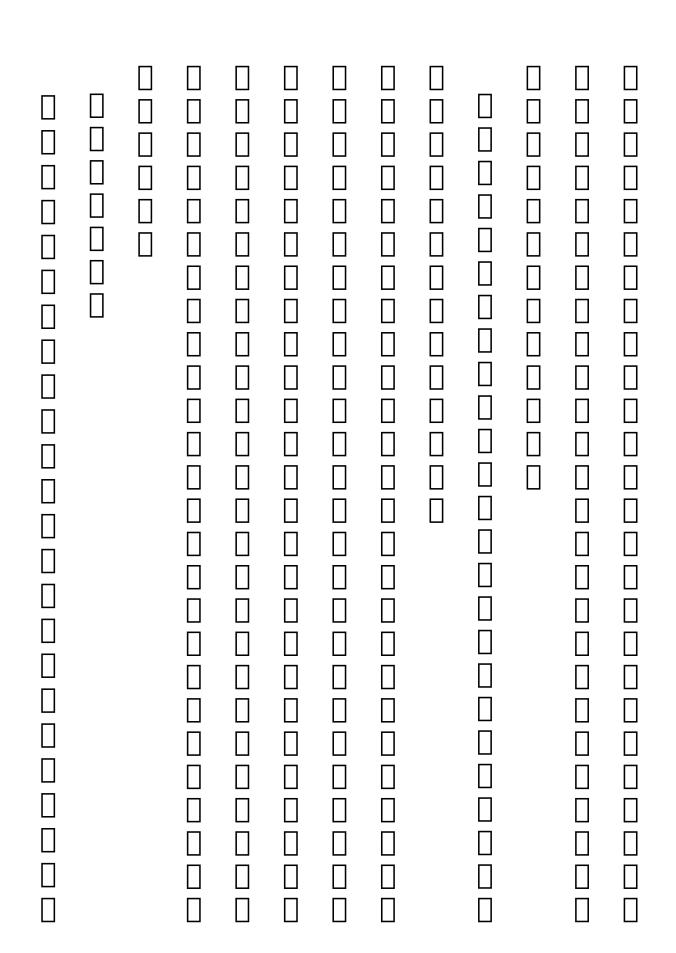


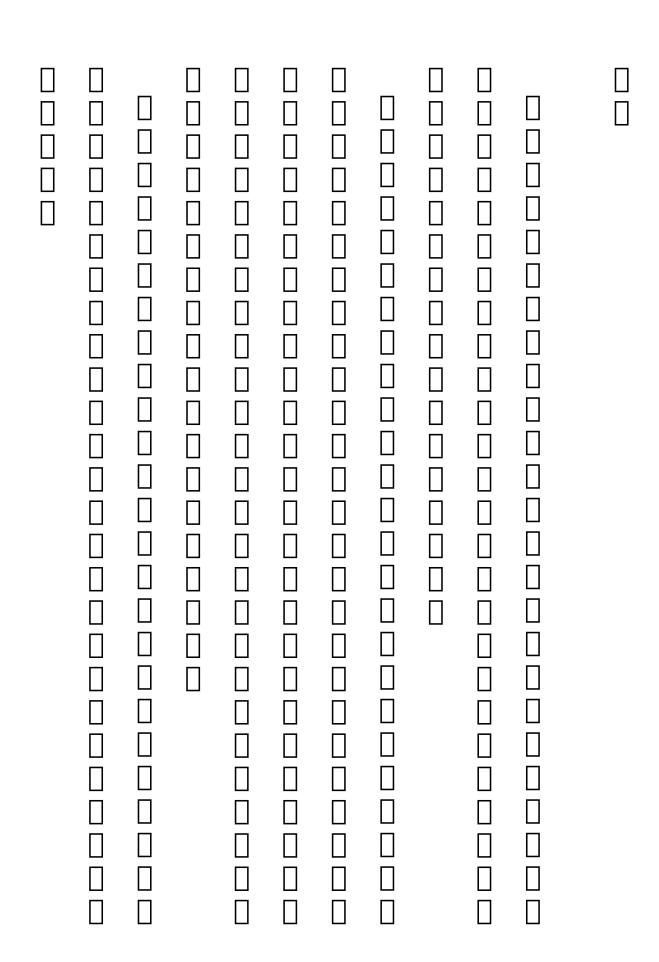


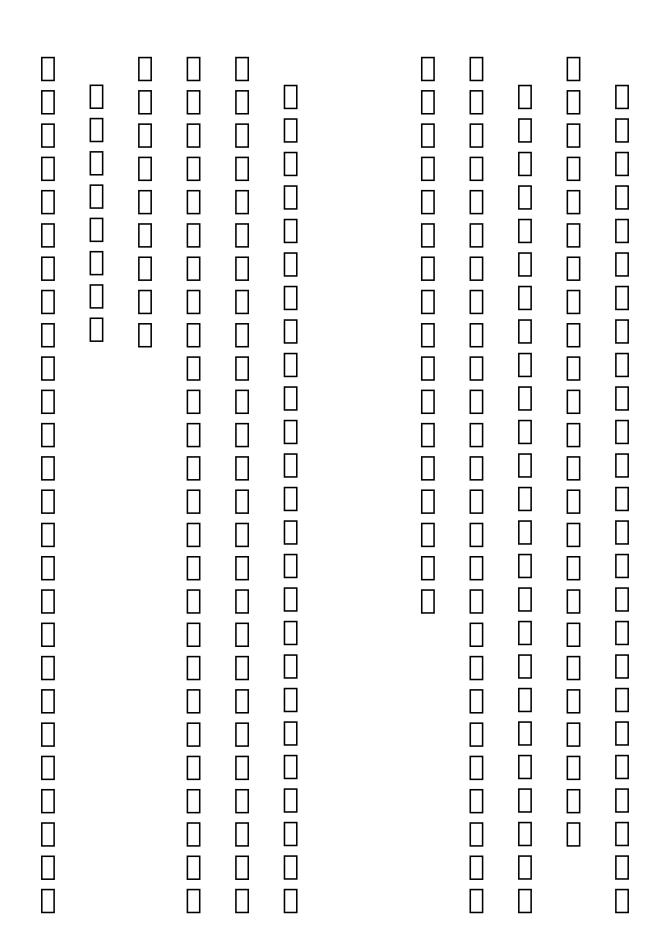


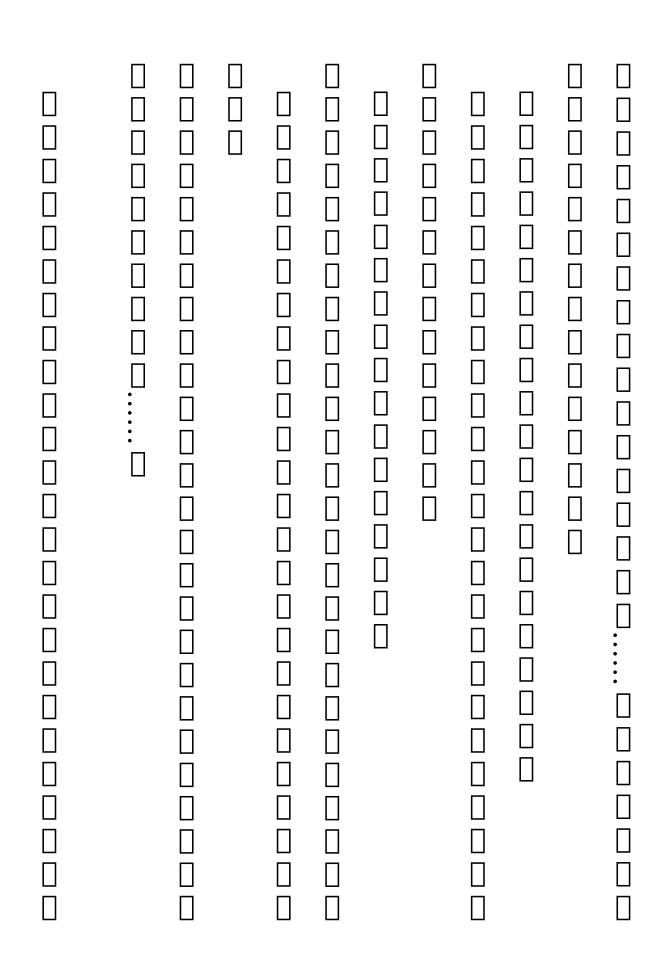


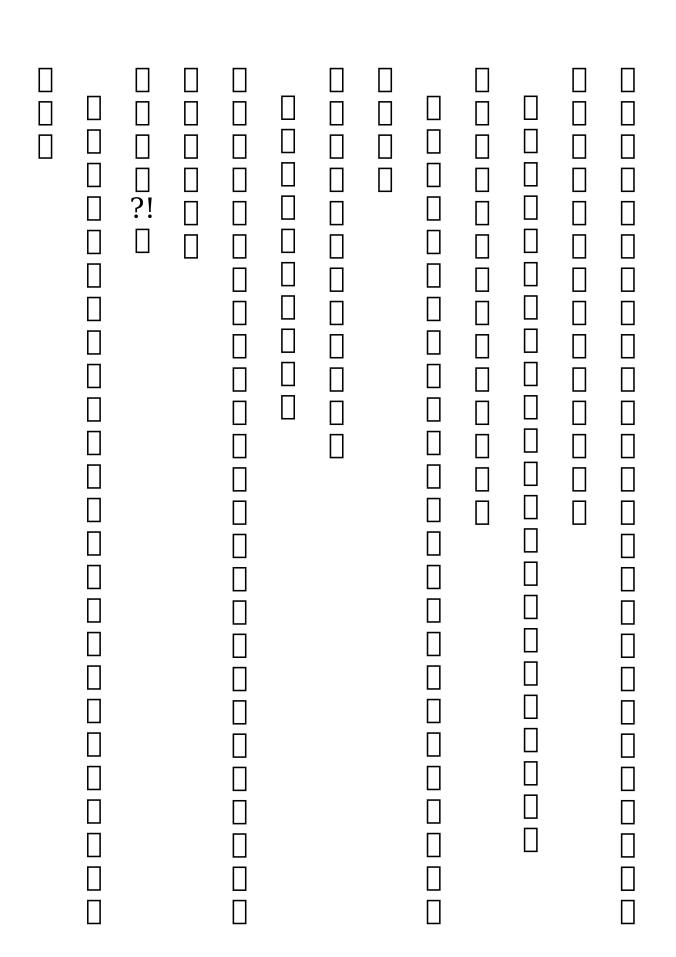


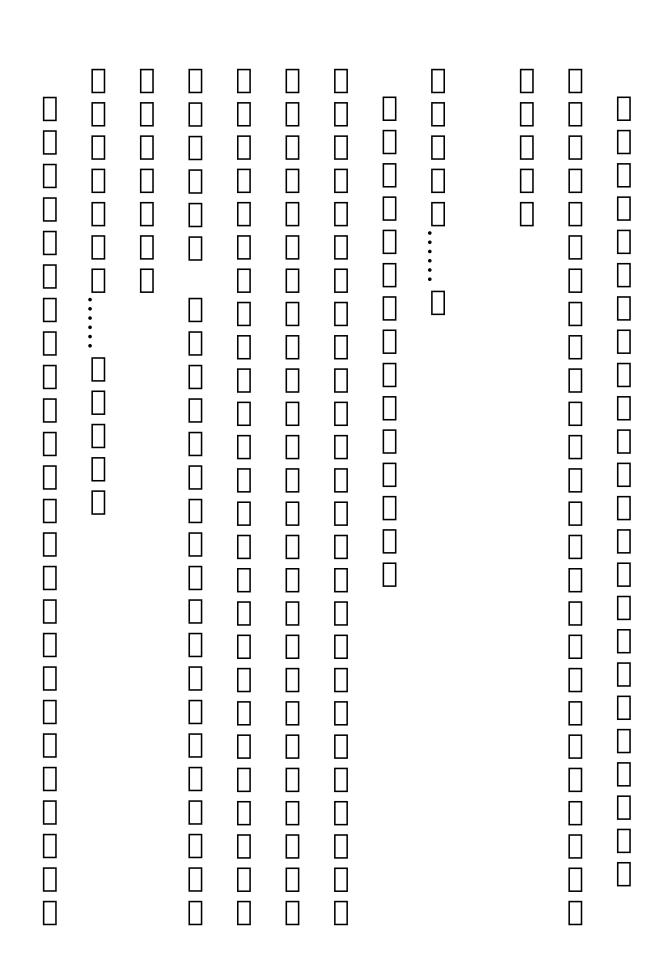


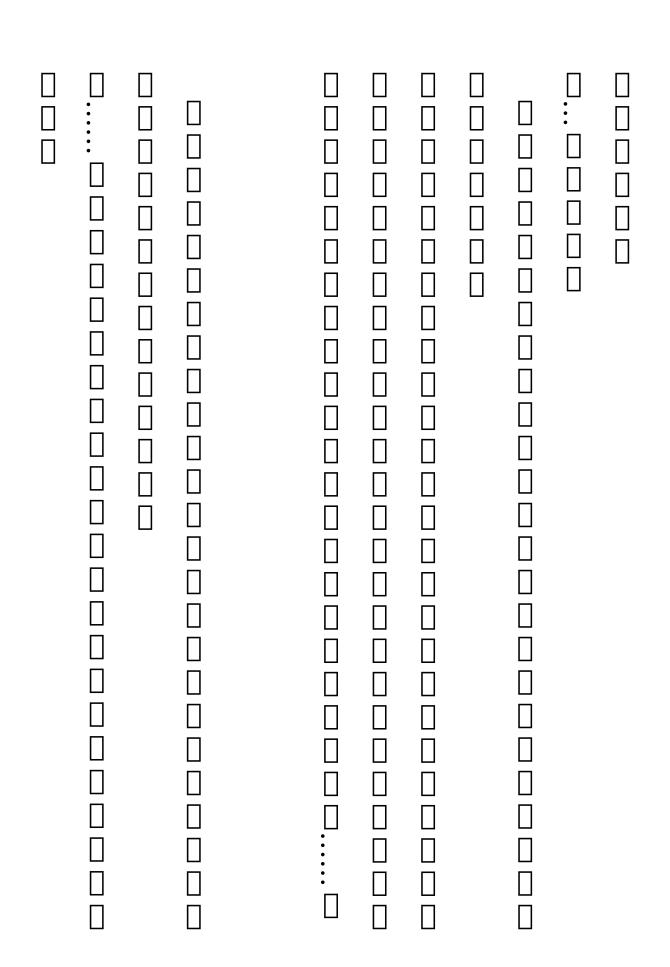


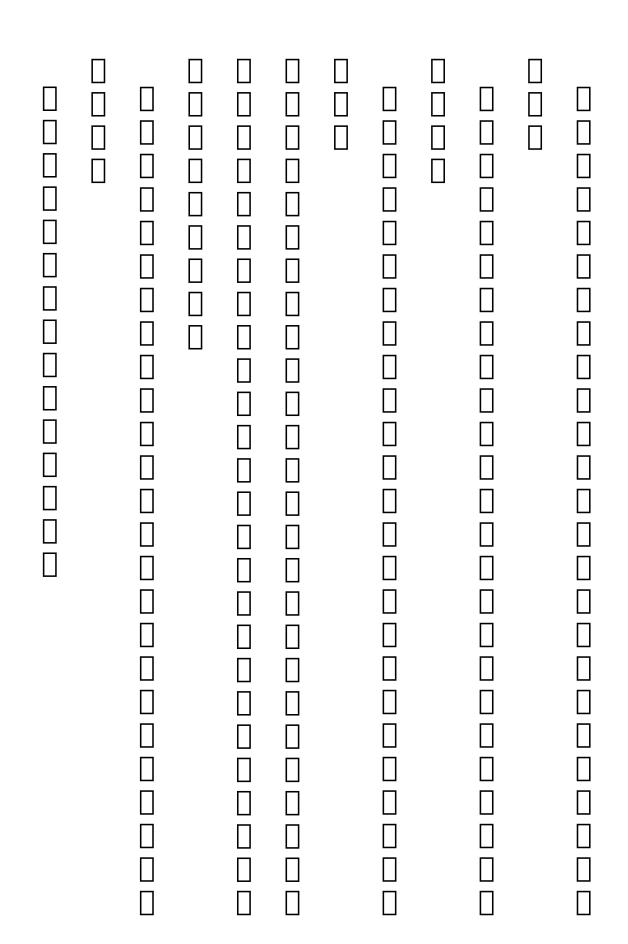


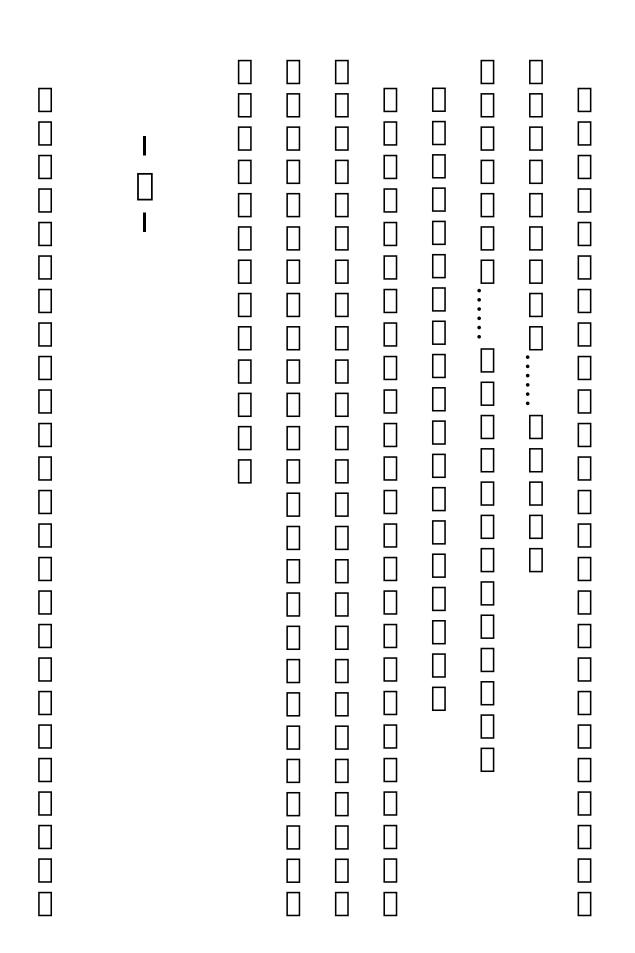


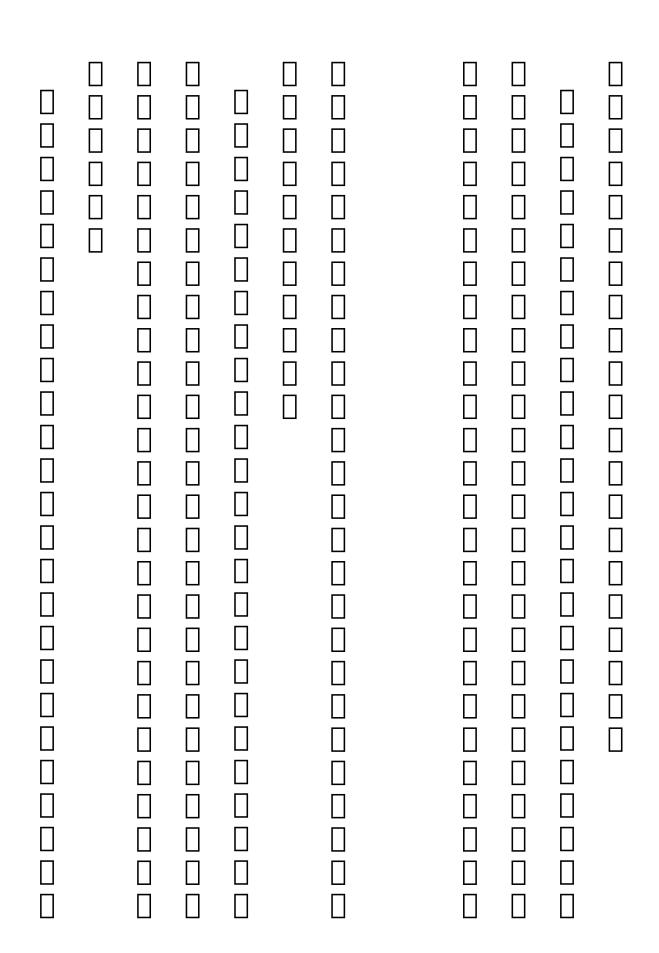


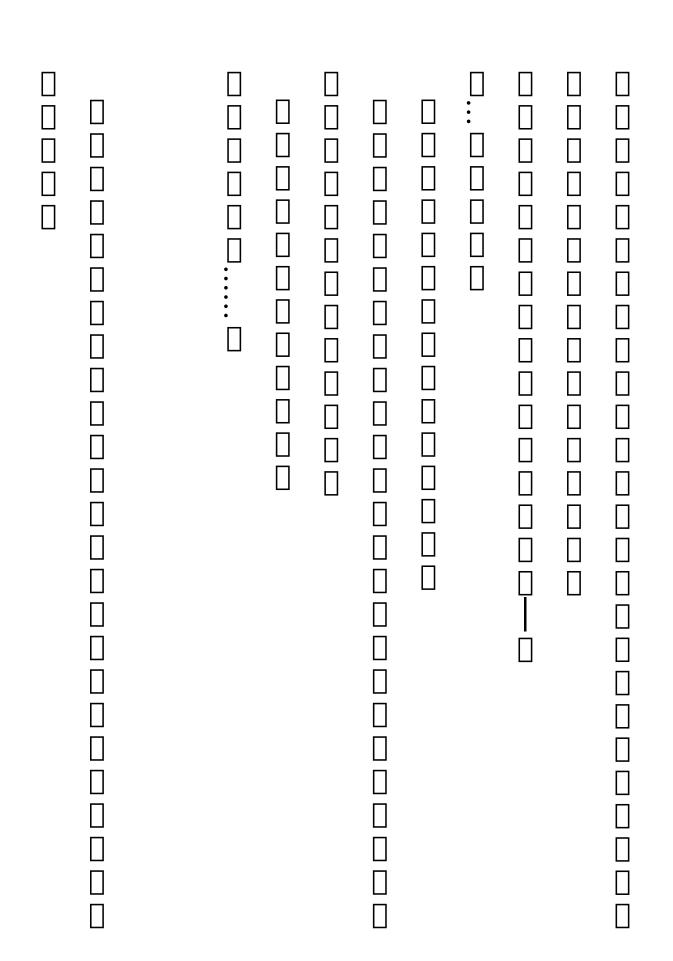


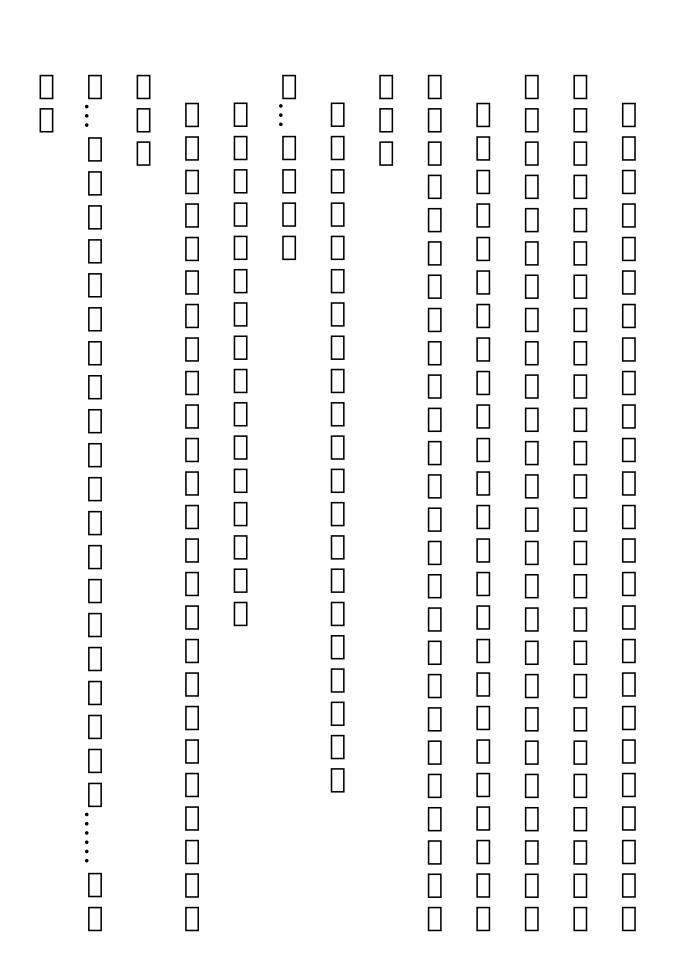


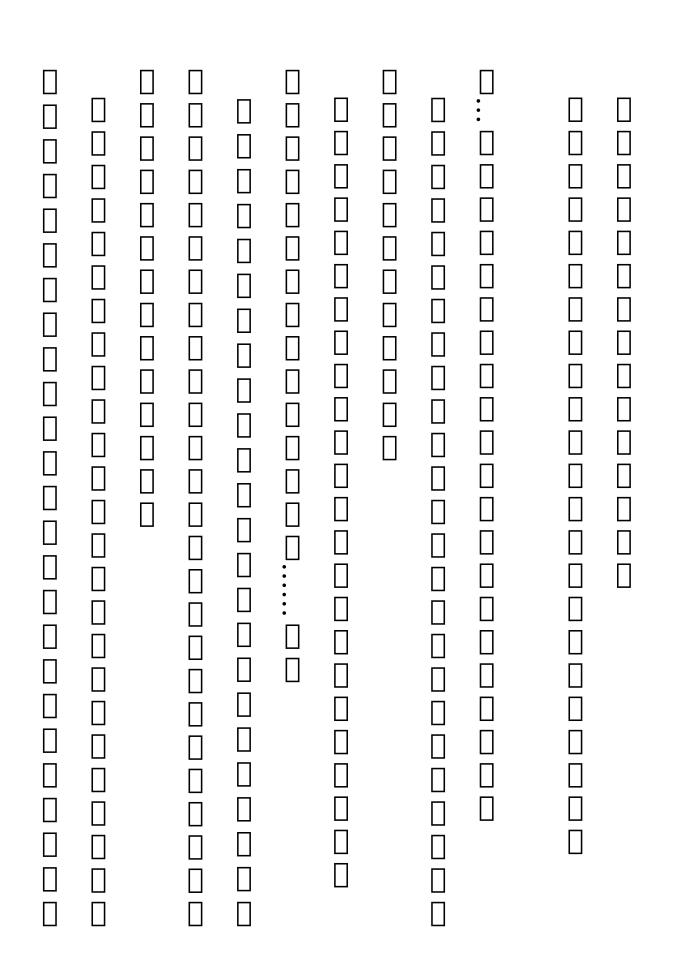


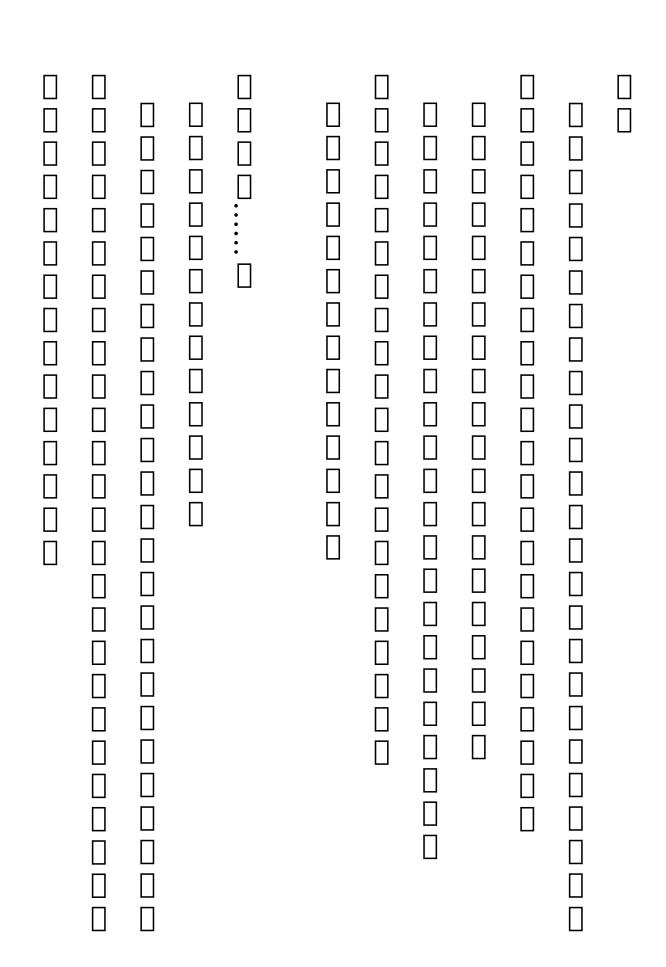


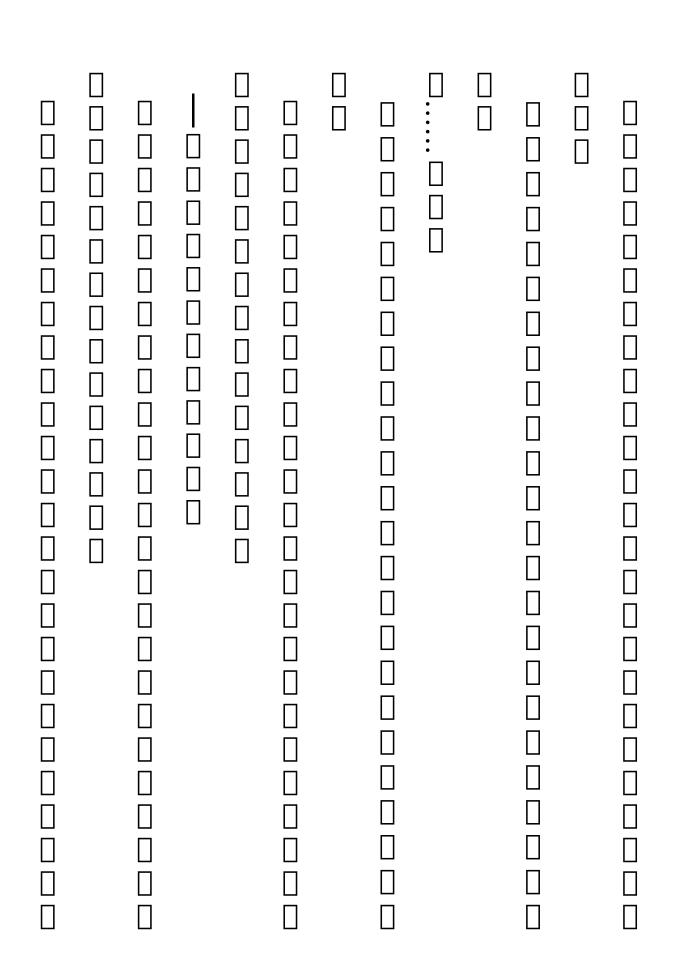


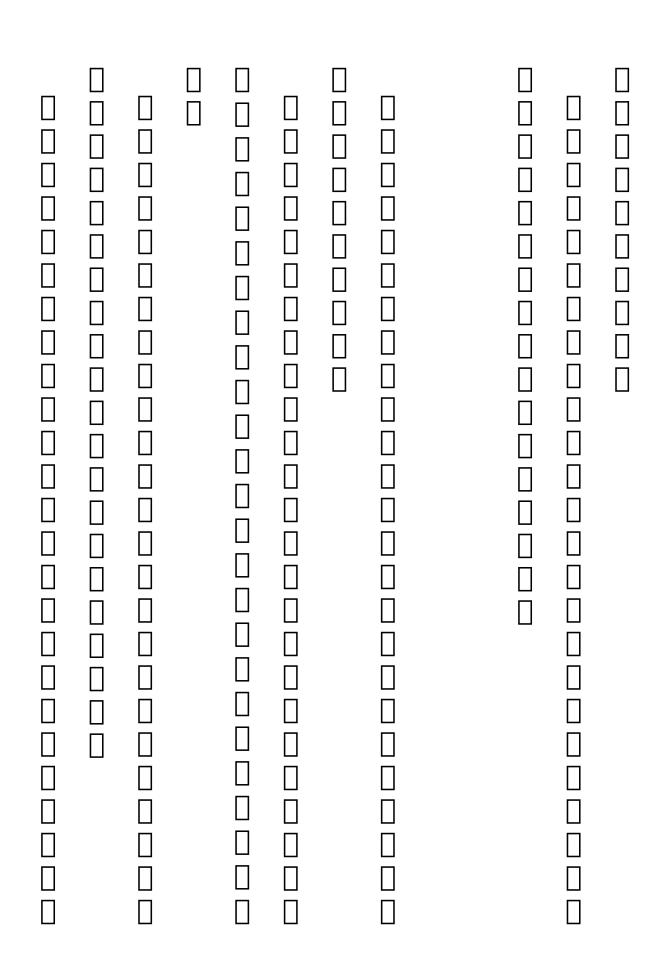


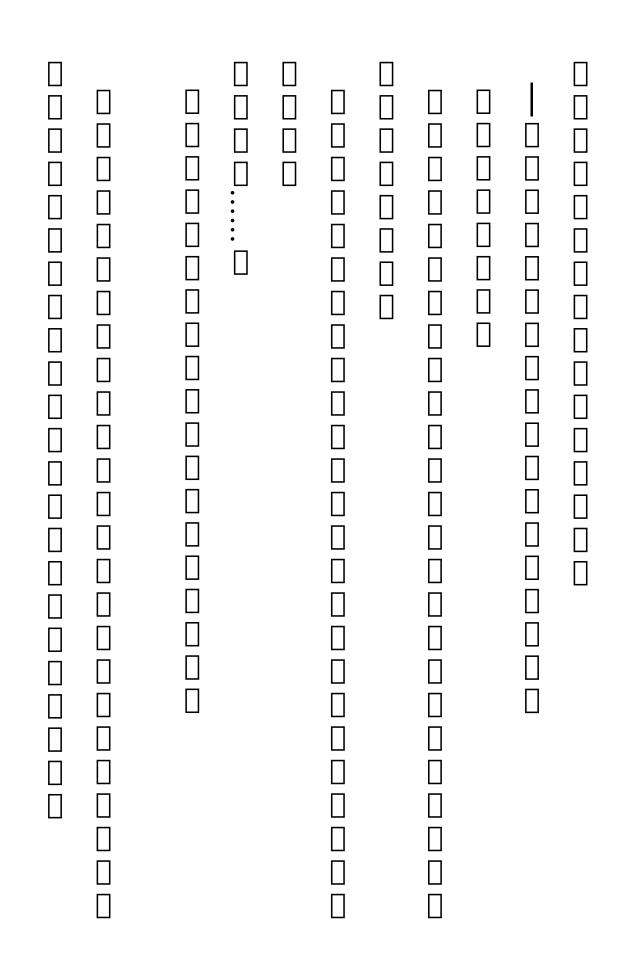


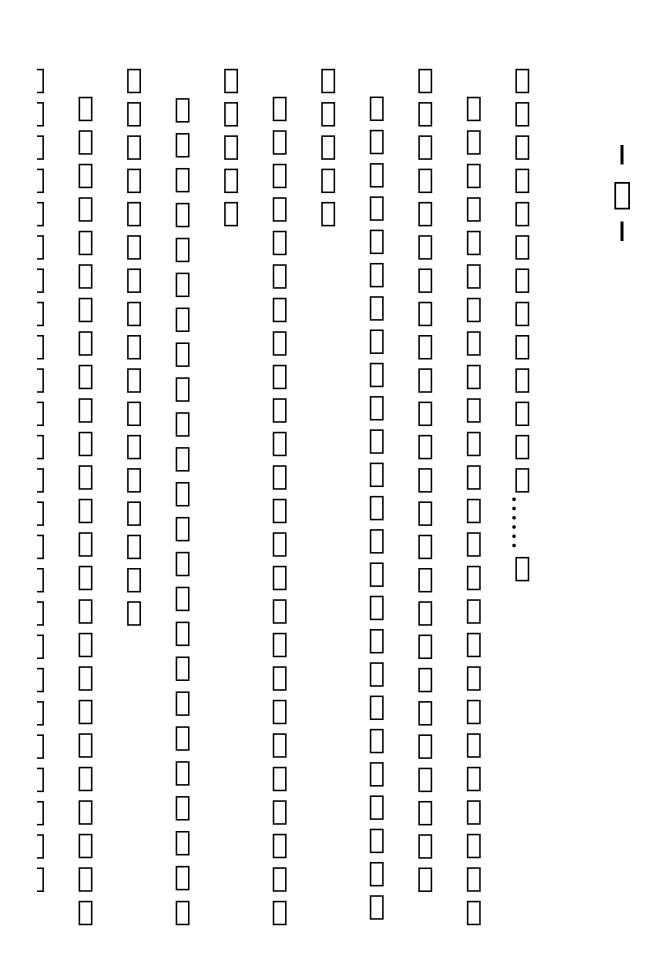


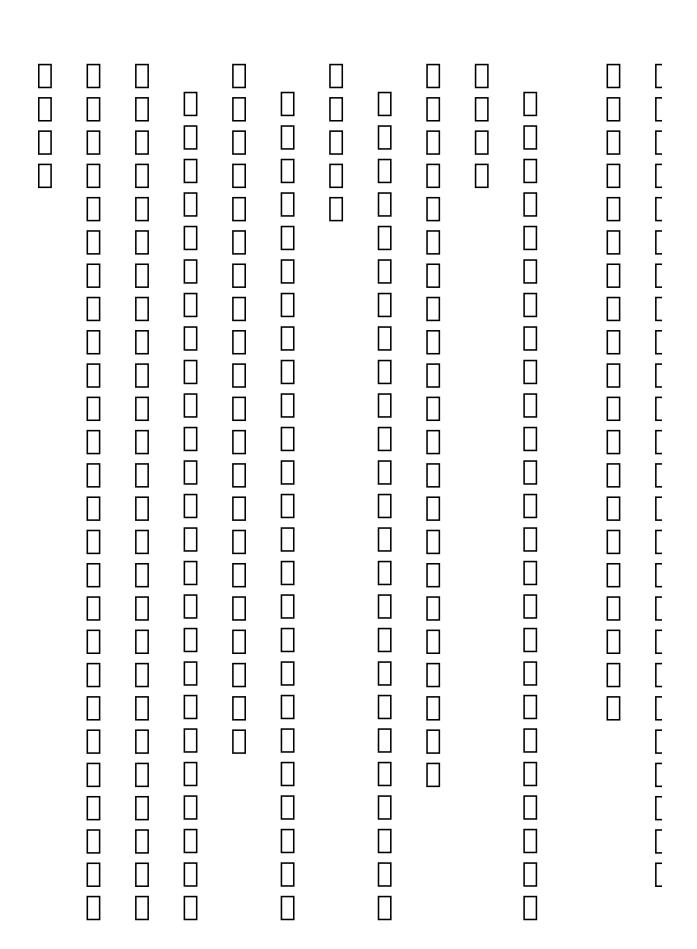


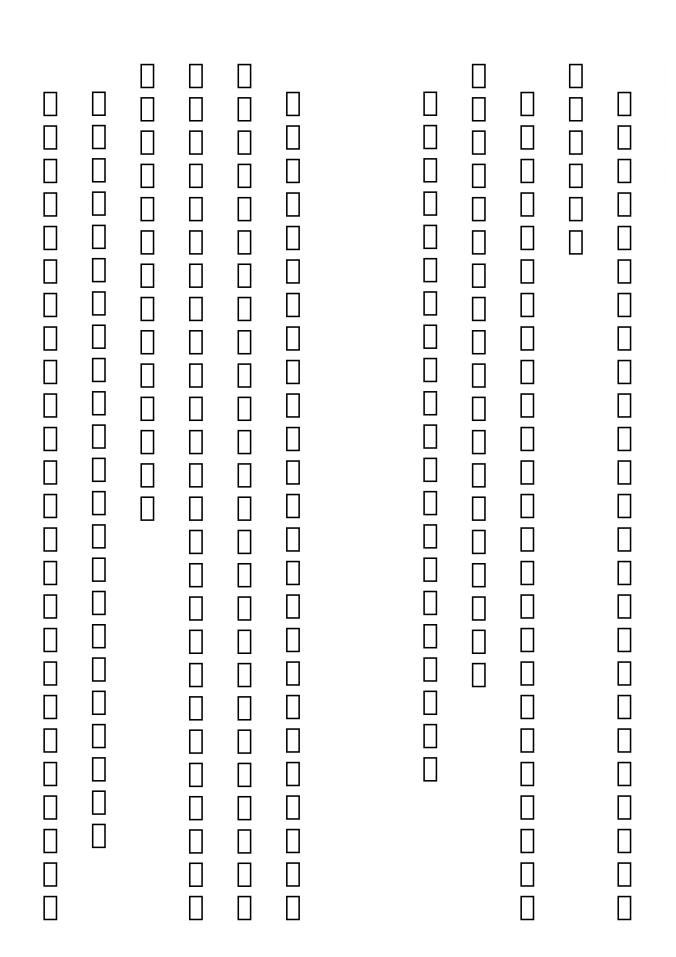


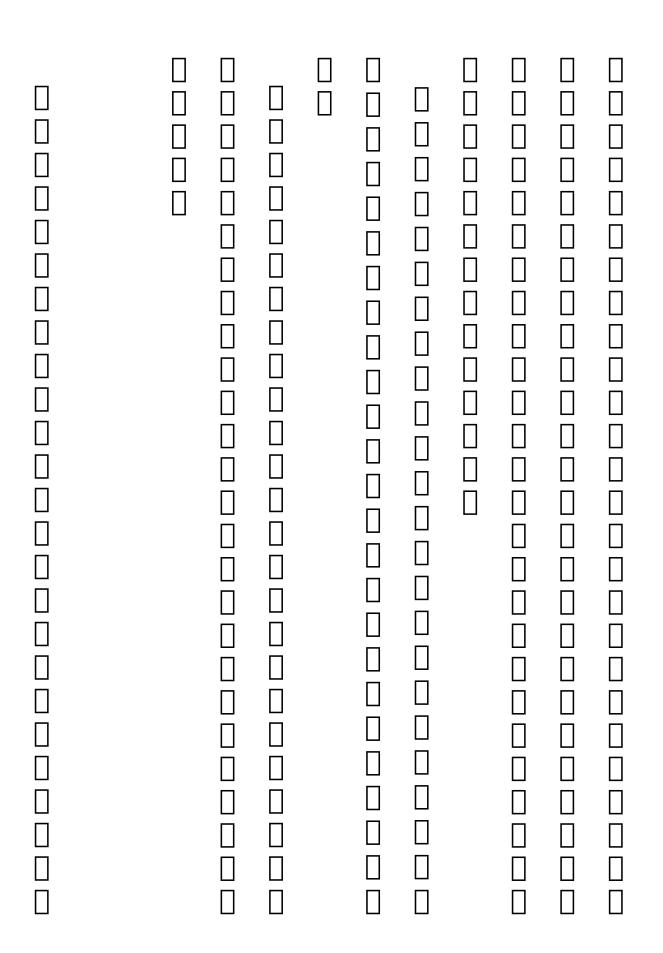


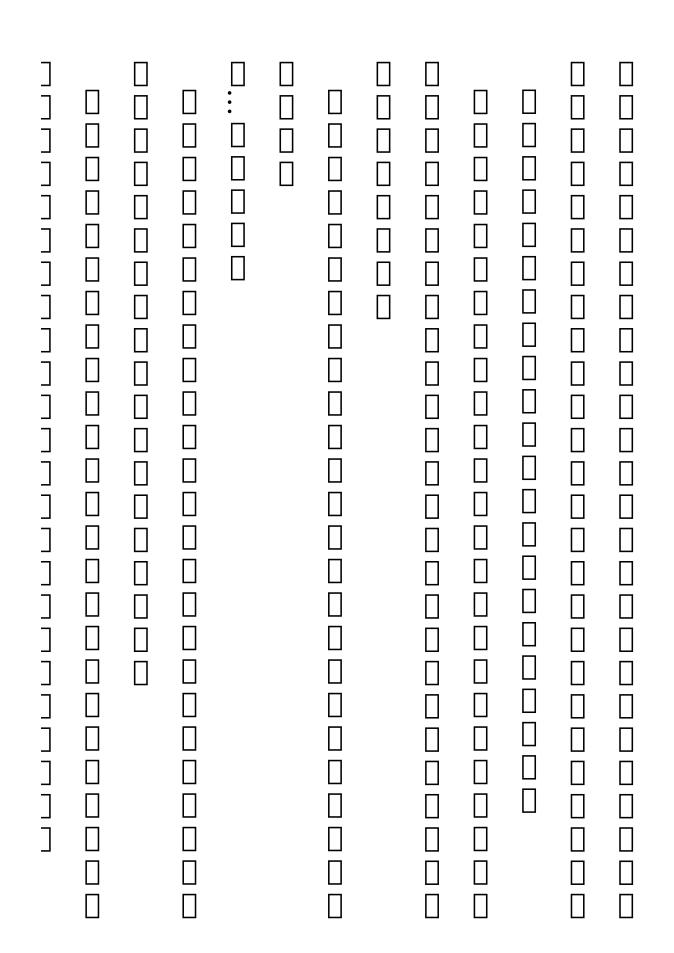


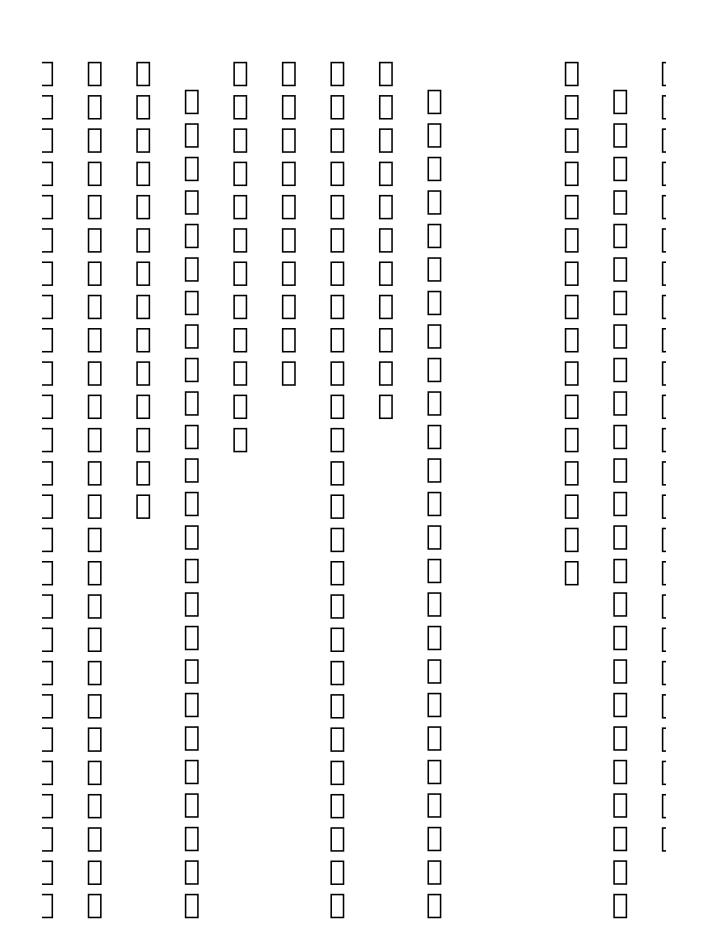


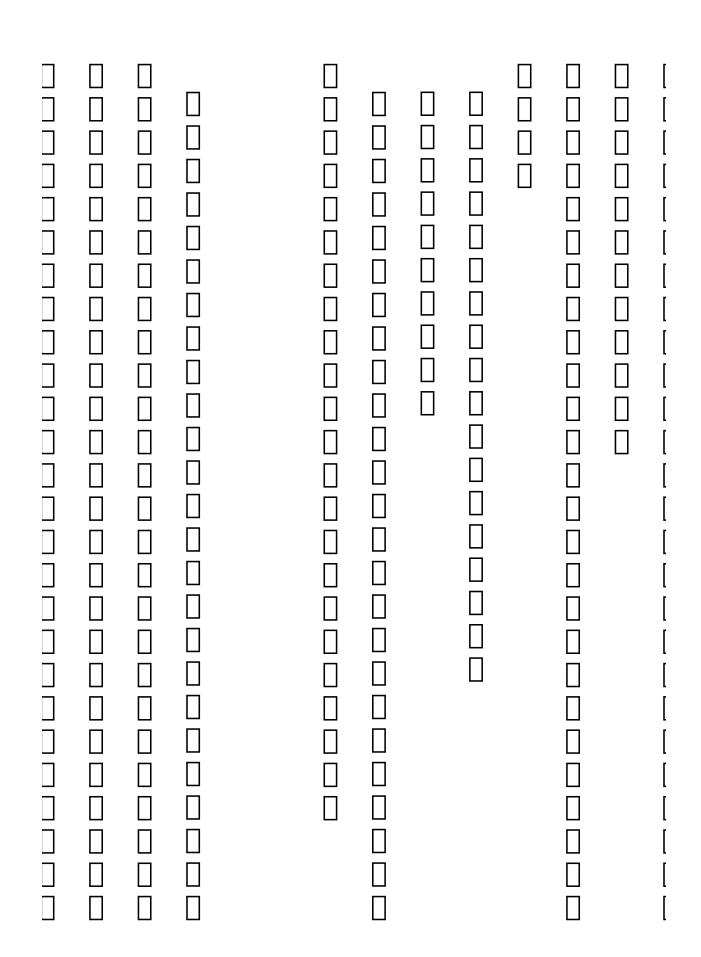


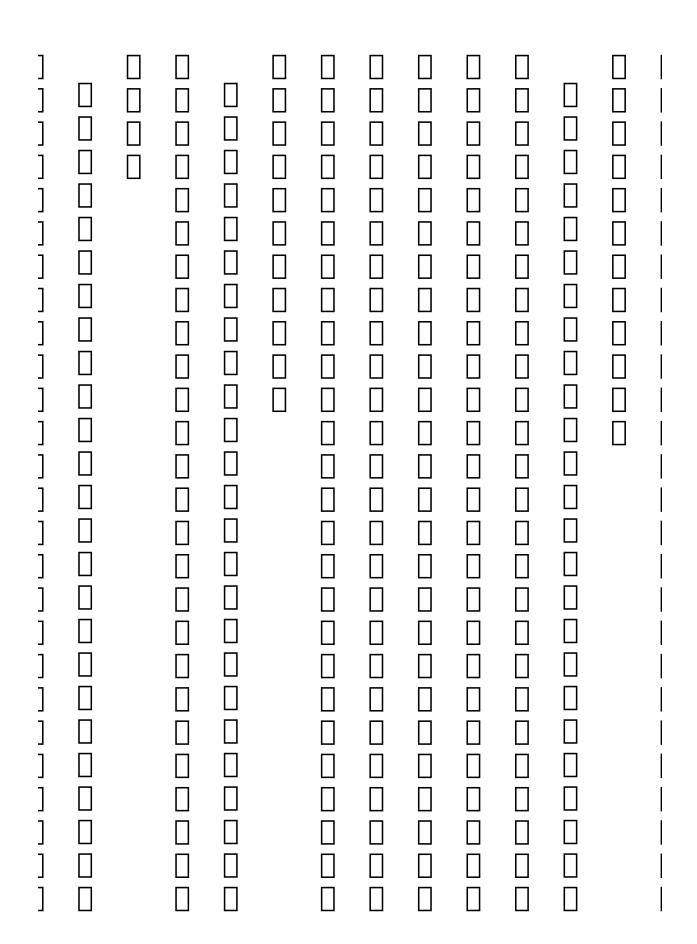


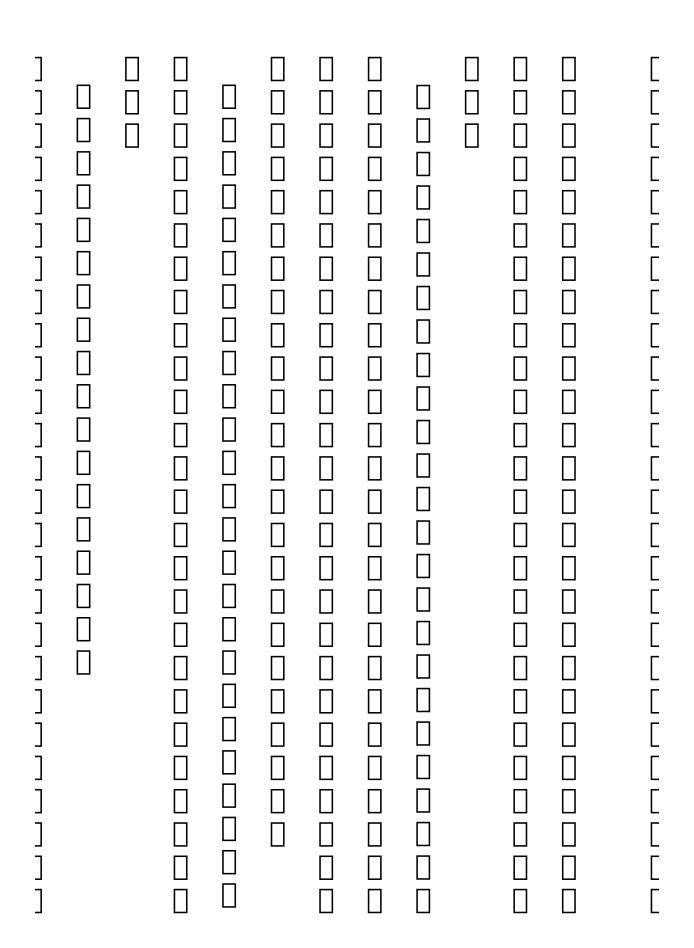










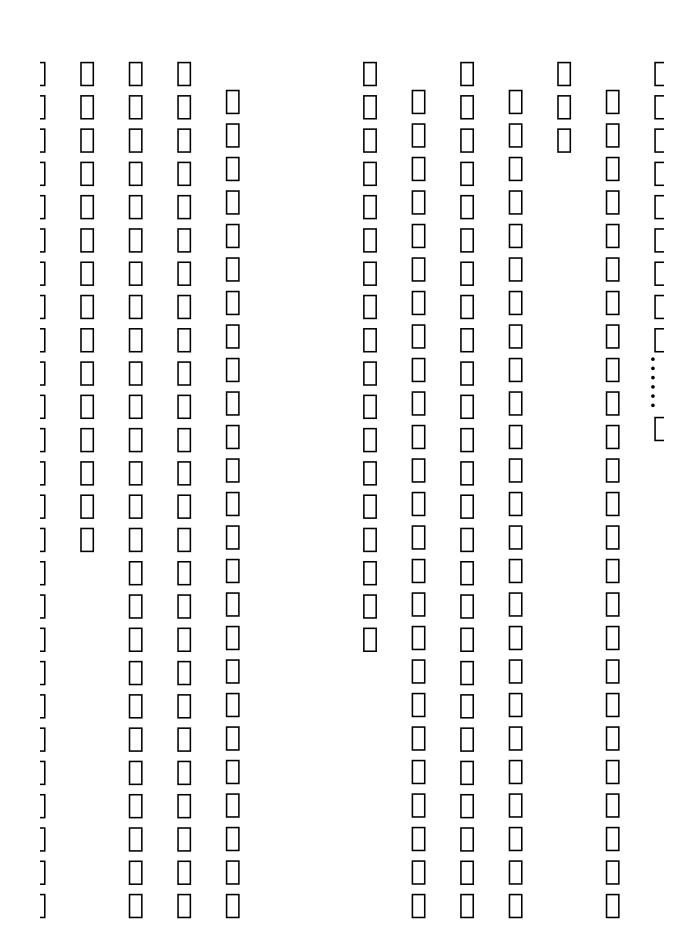


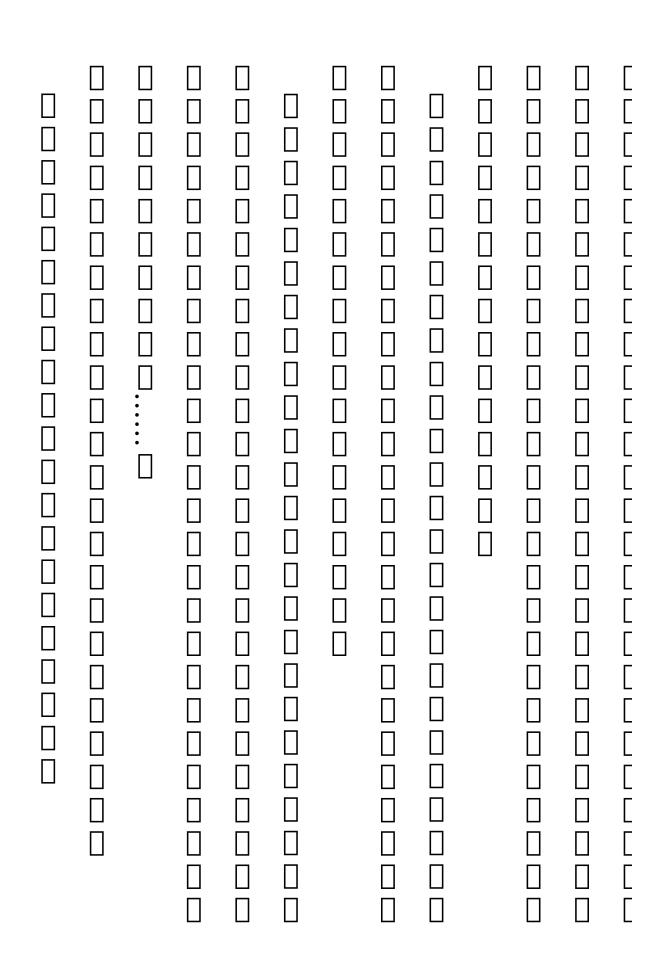
]													
---	--	--	--	--	--	--	--	--	--	--	--	--	--

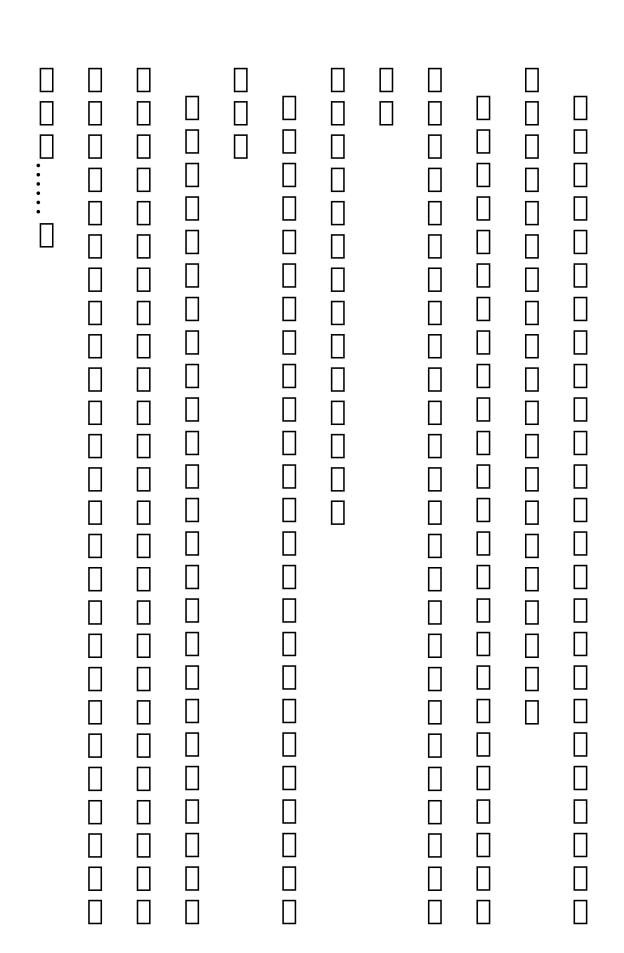
|--|--|--|--|--|--|--|--|--|--|--|--|

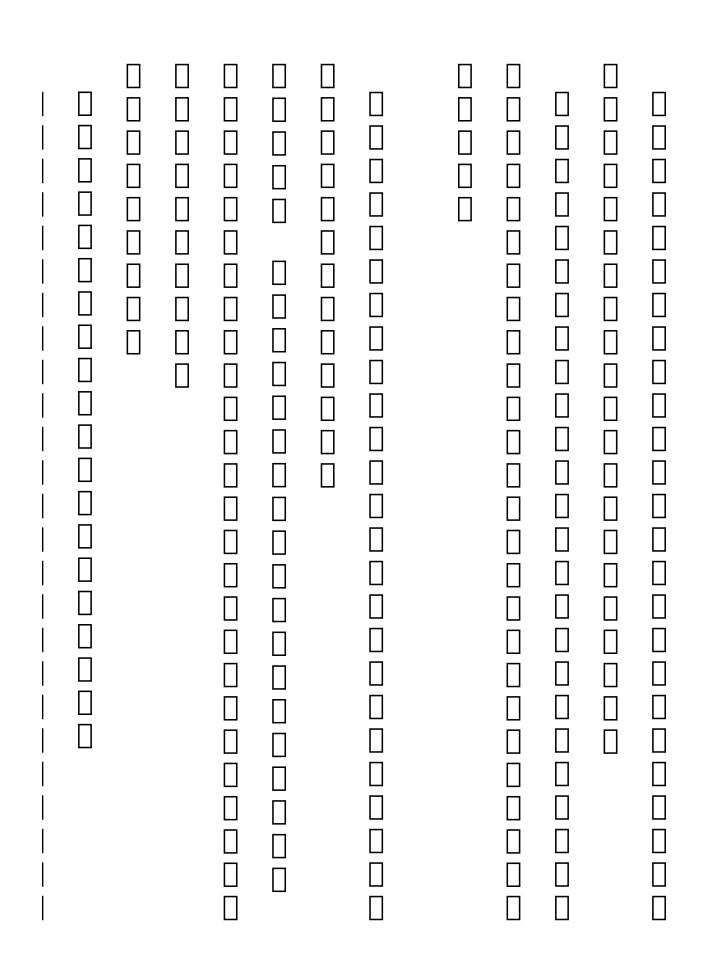
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

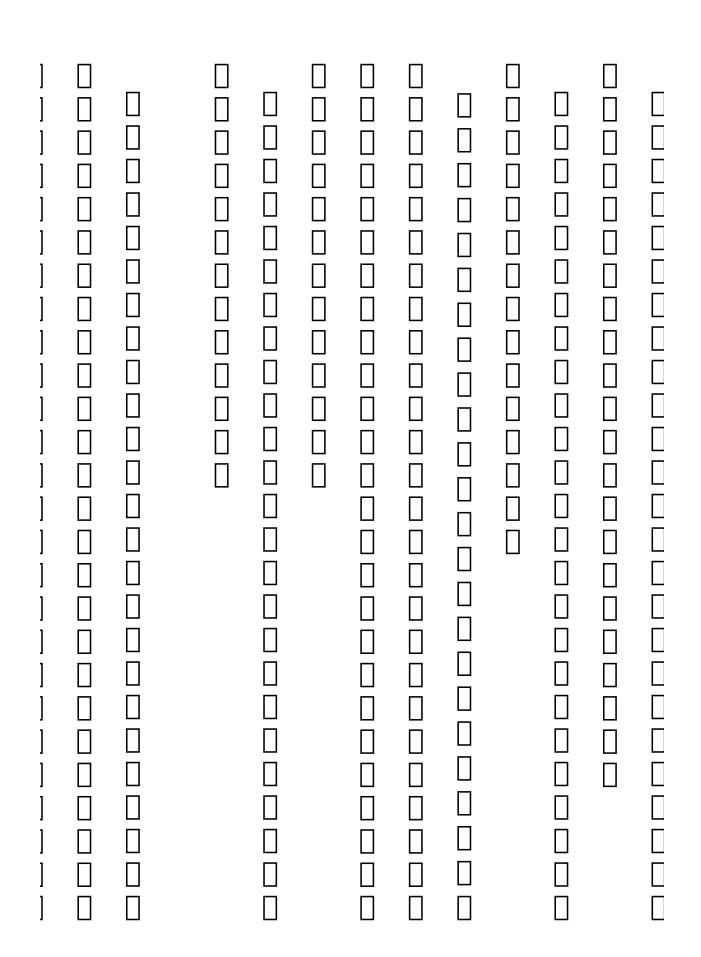
|--|--|--|

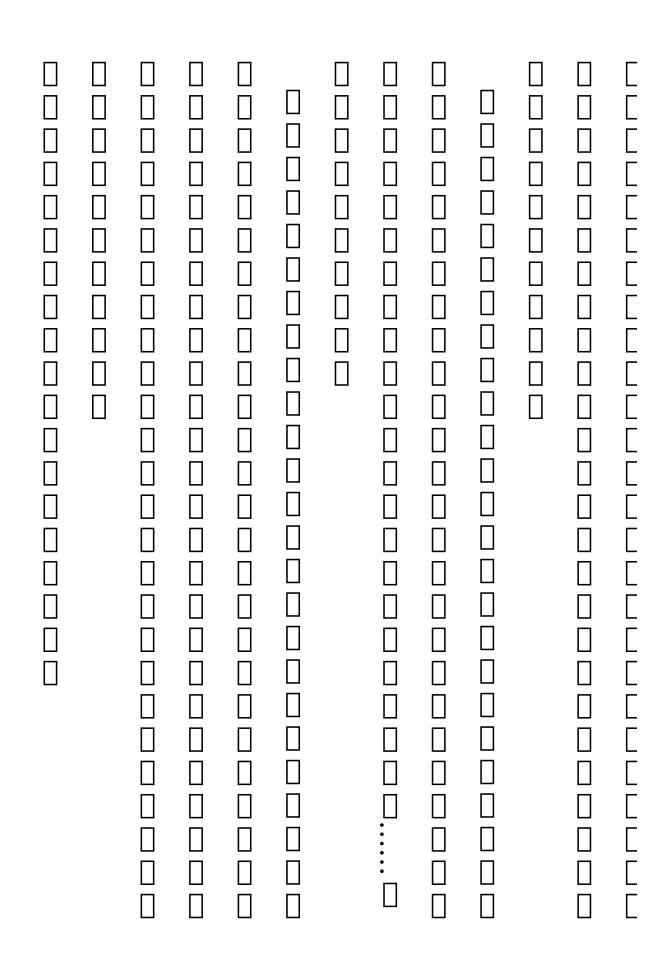


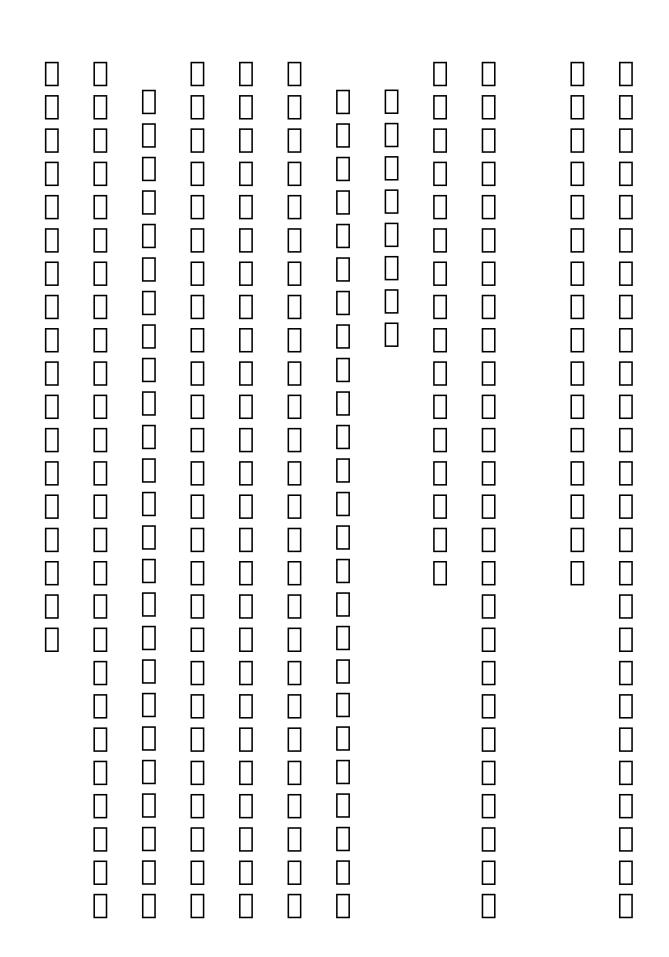


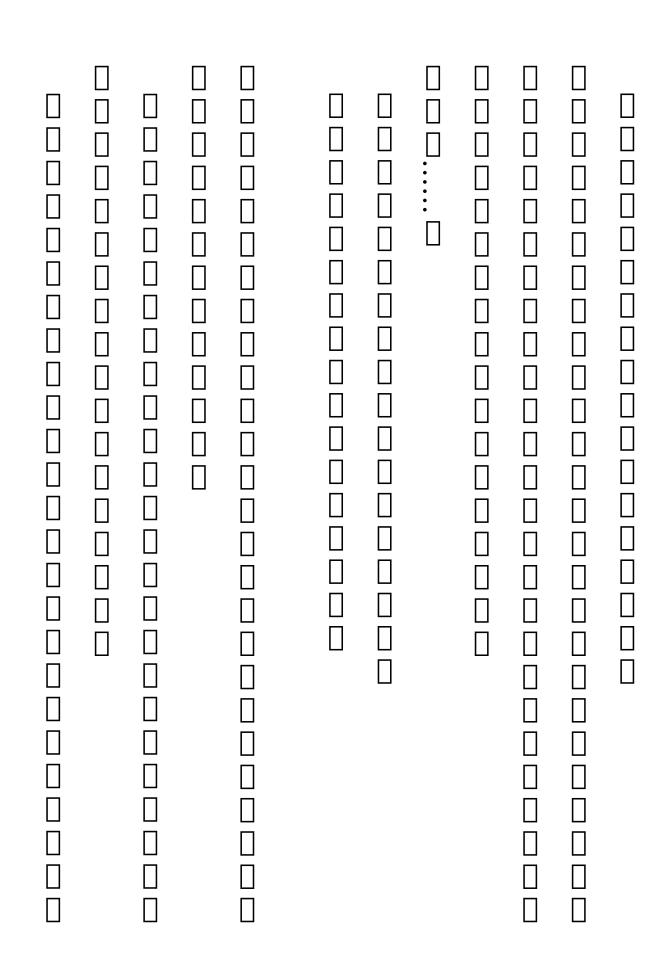


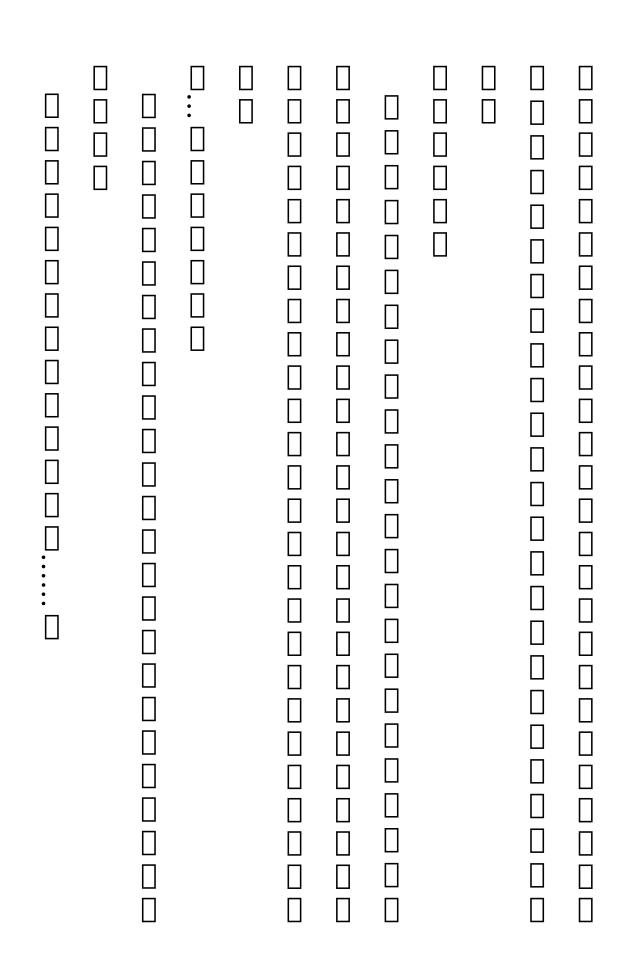


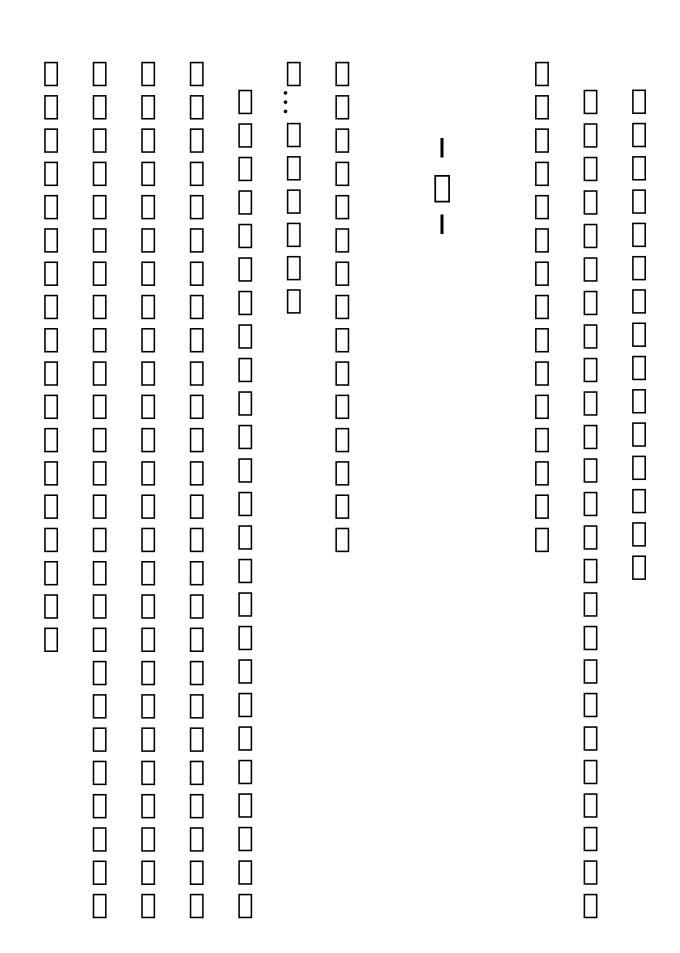


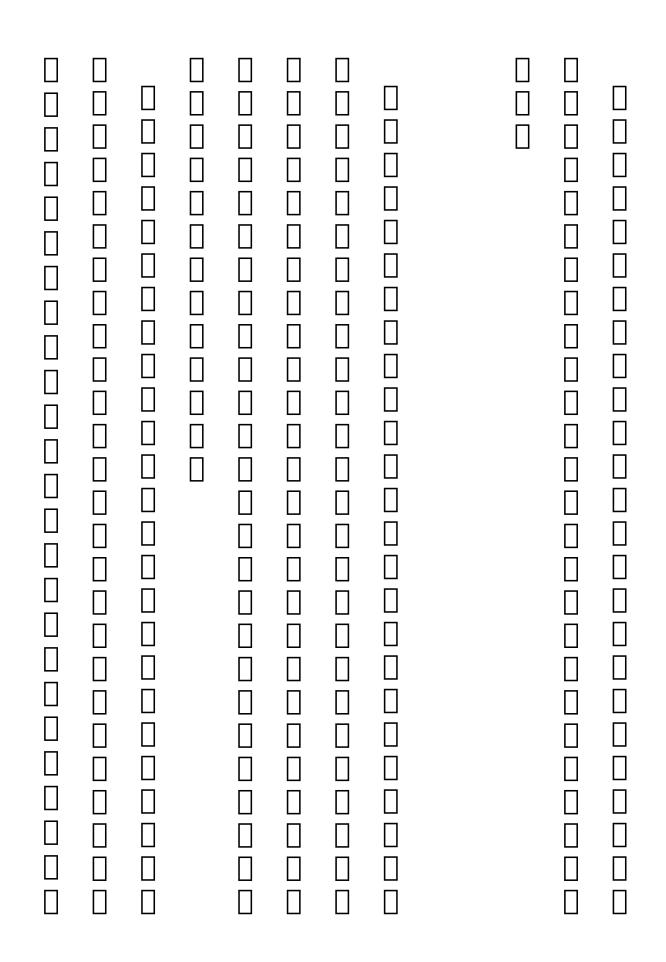


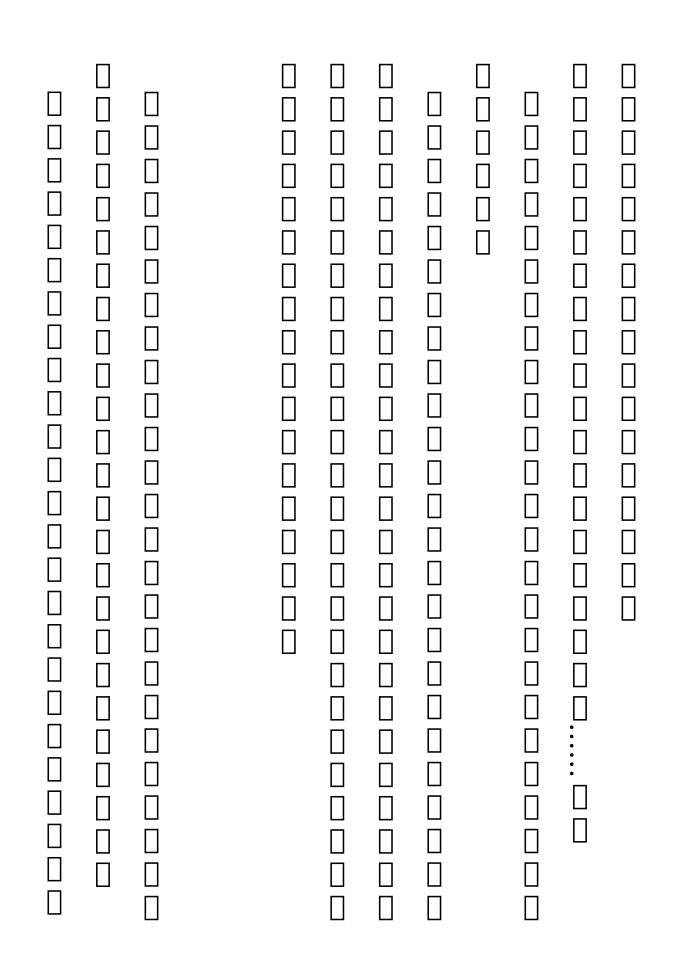


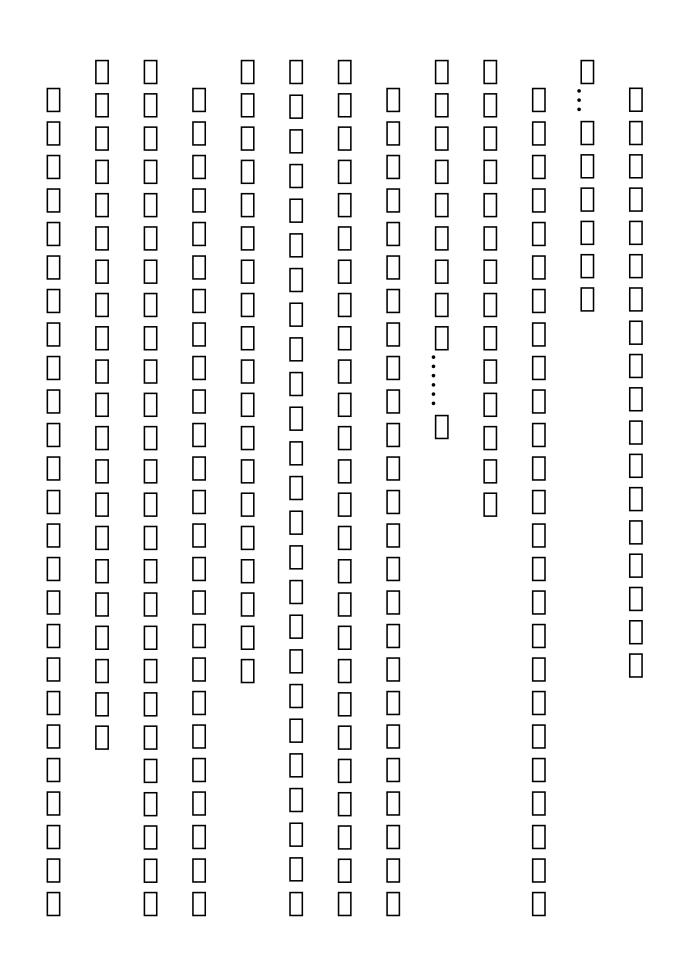


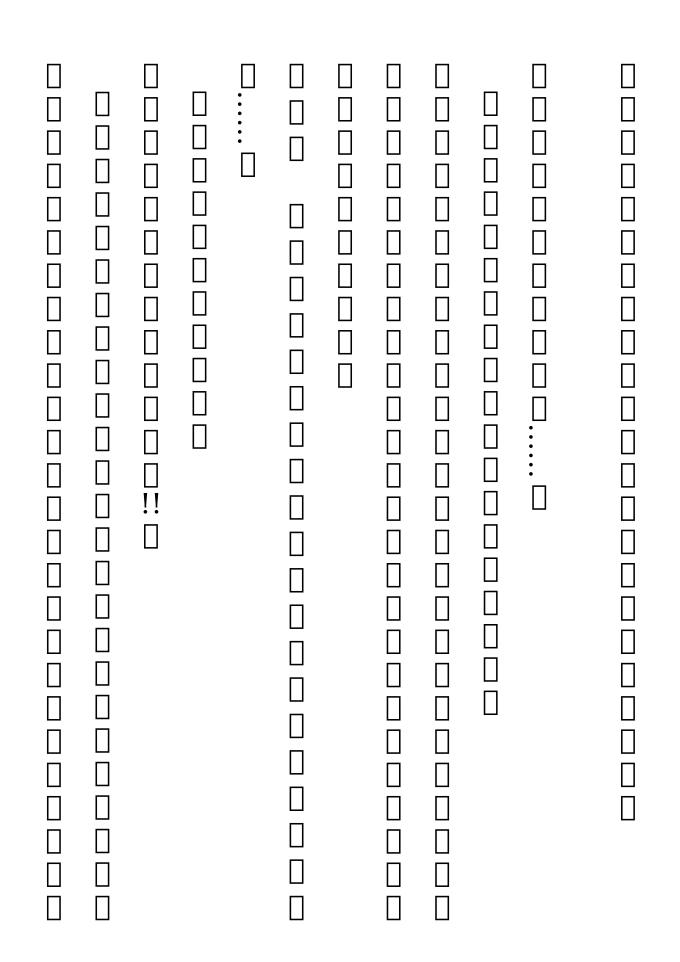


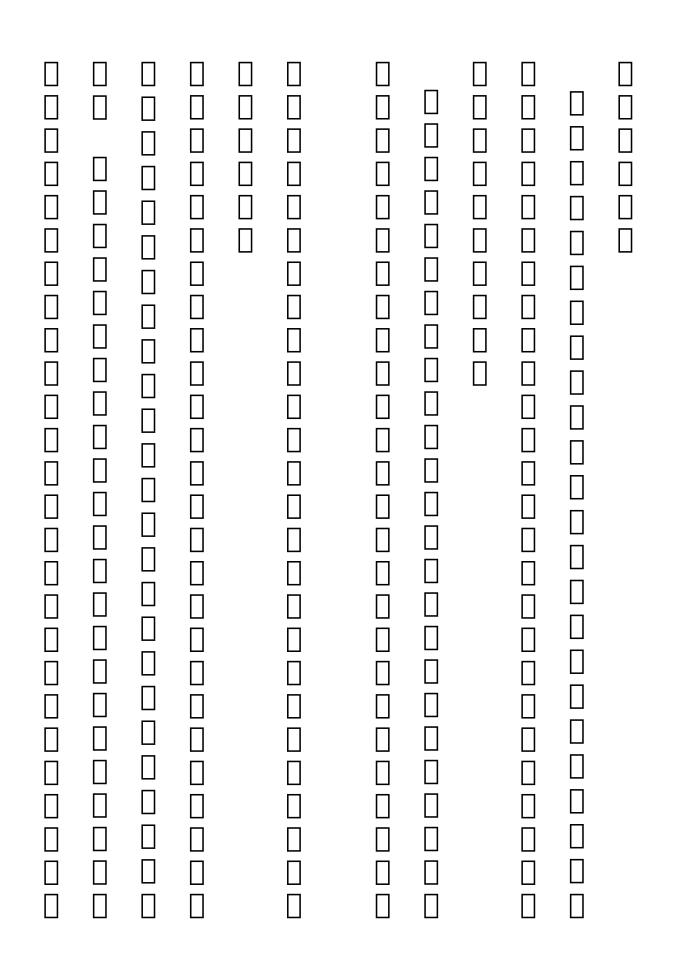


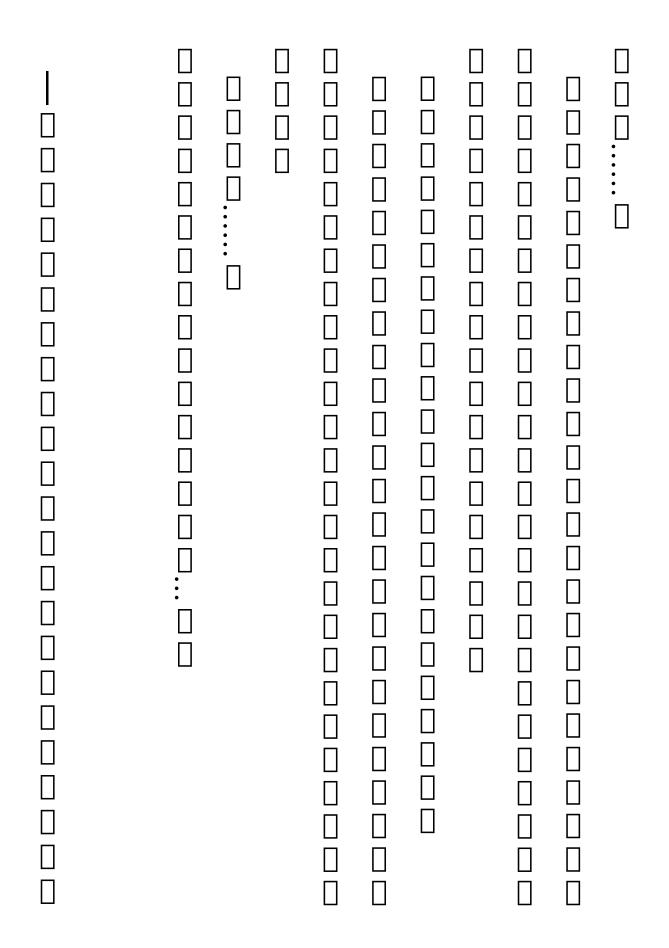


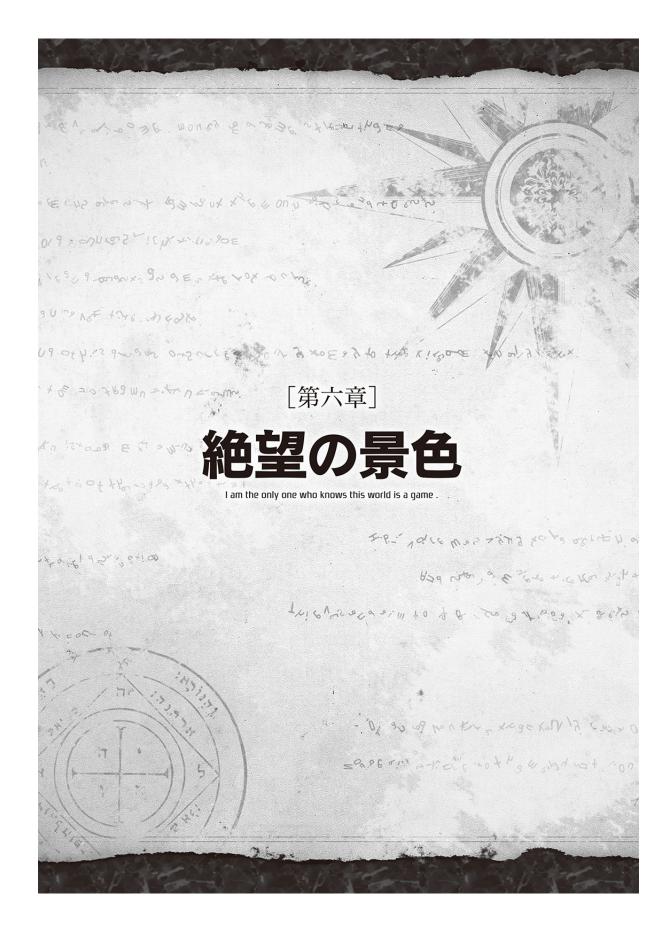


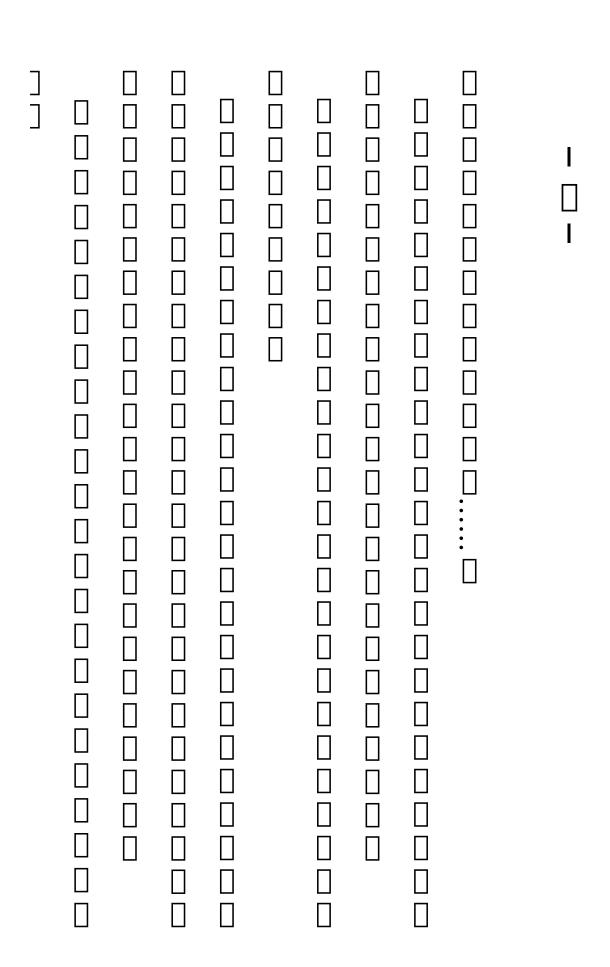


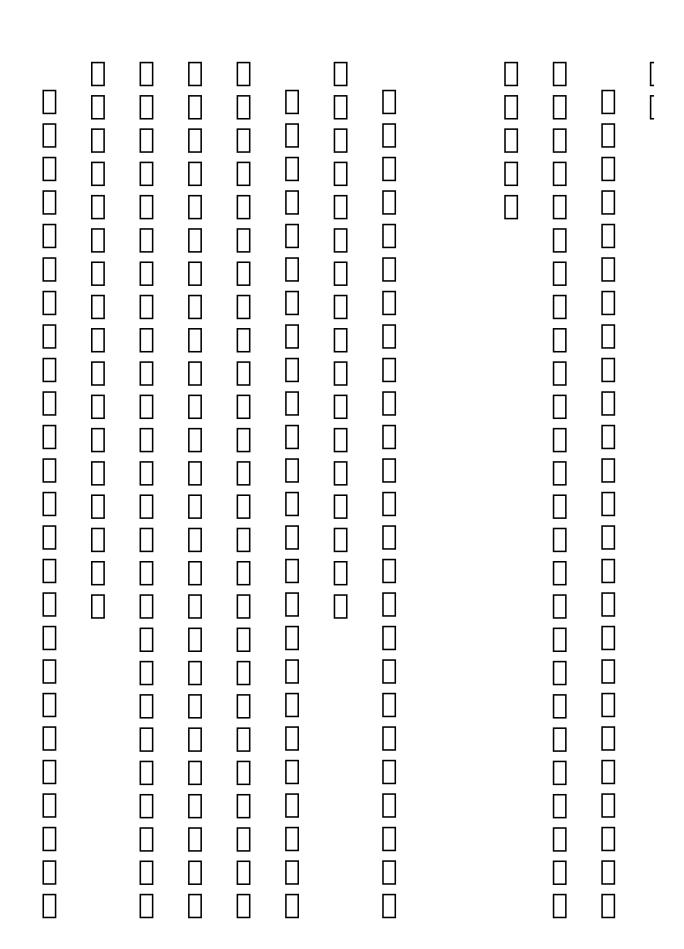


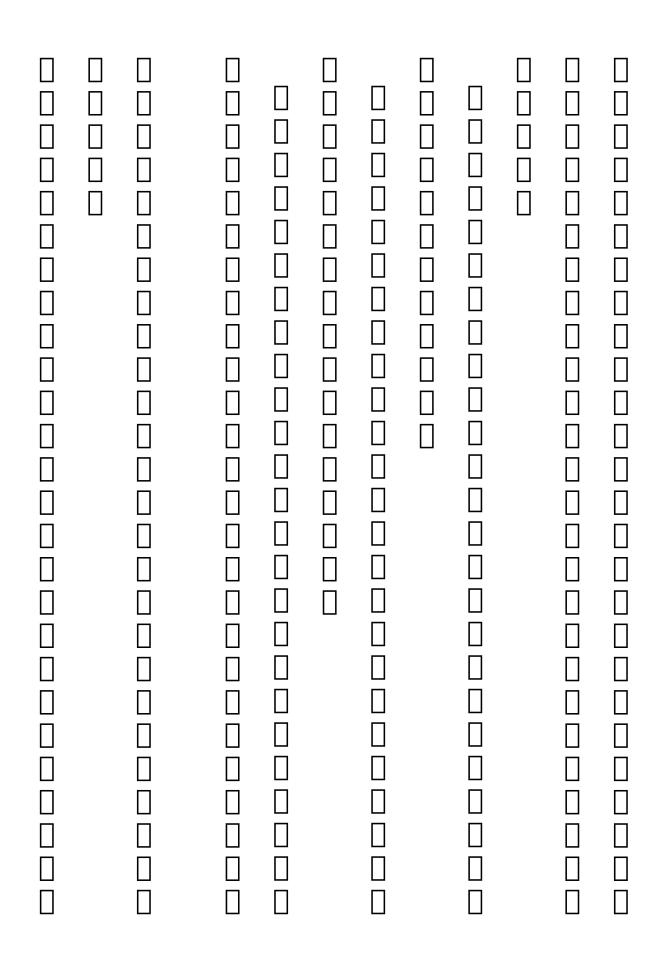


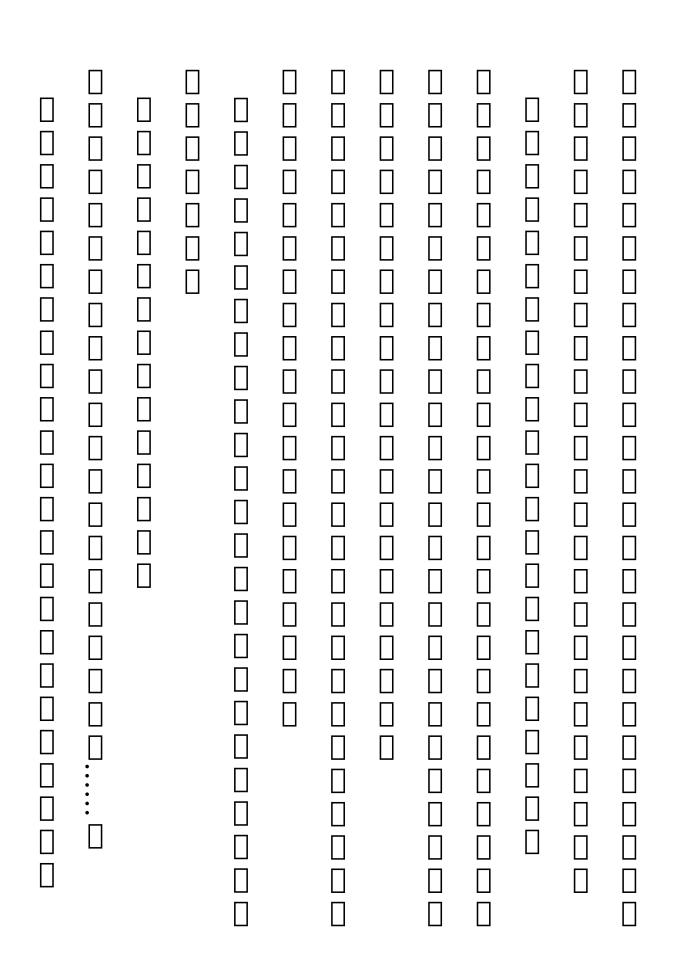


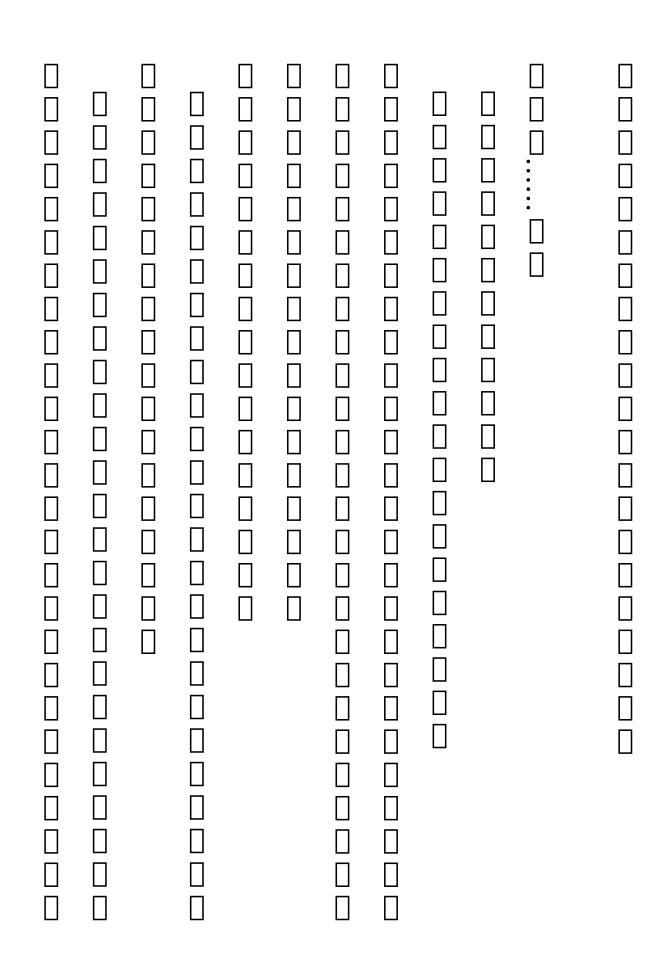


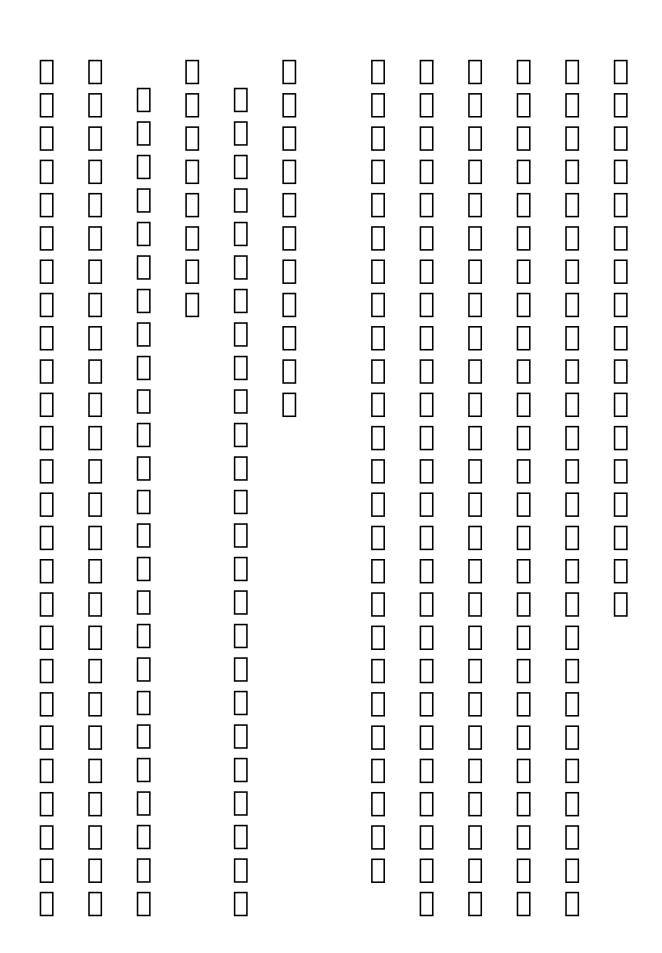


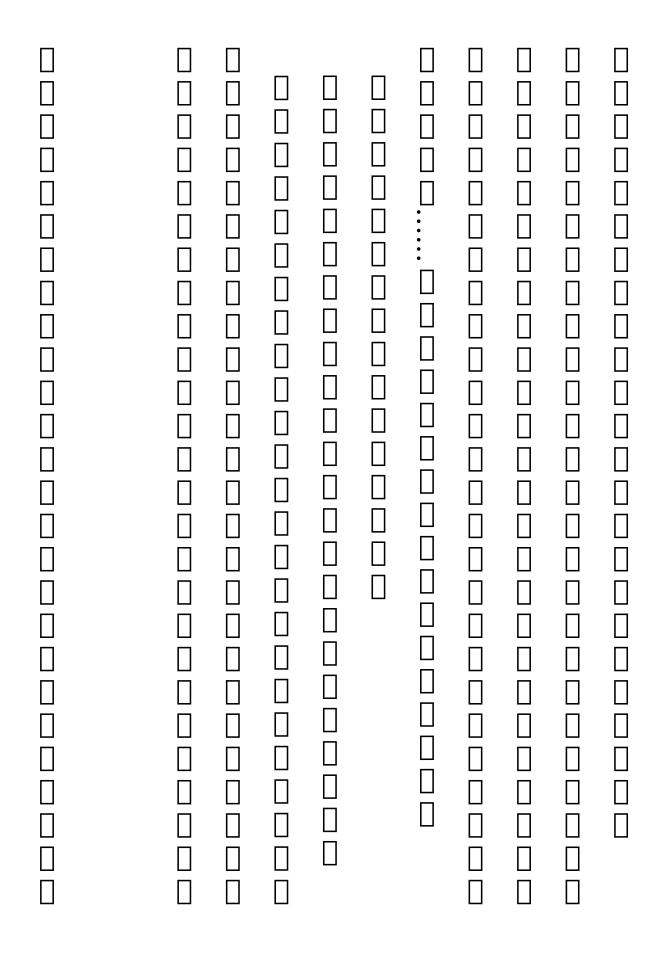


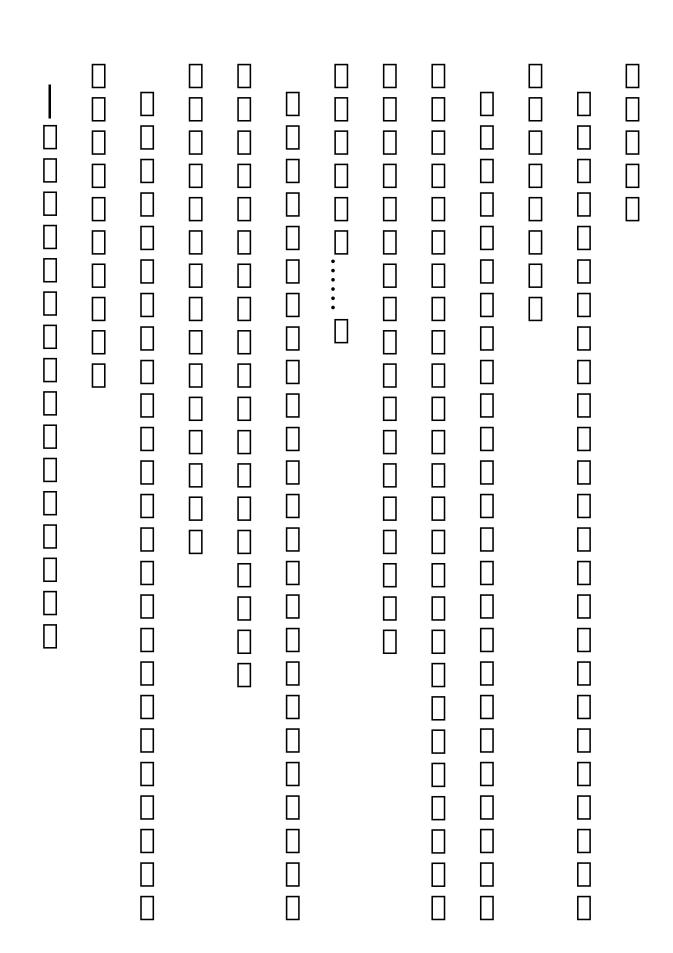


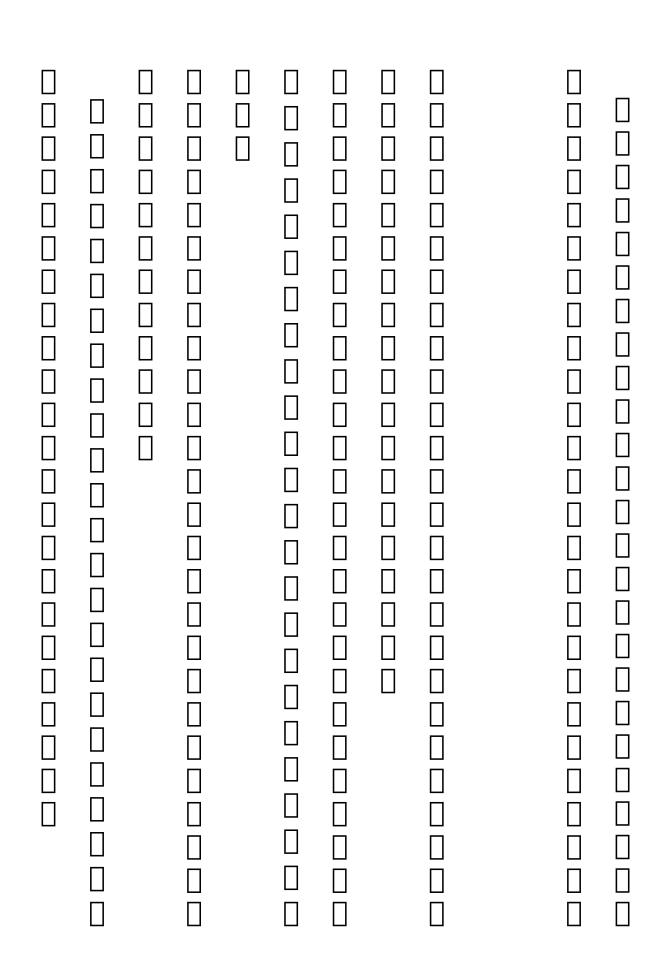


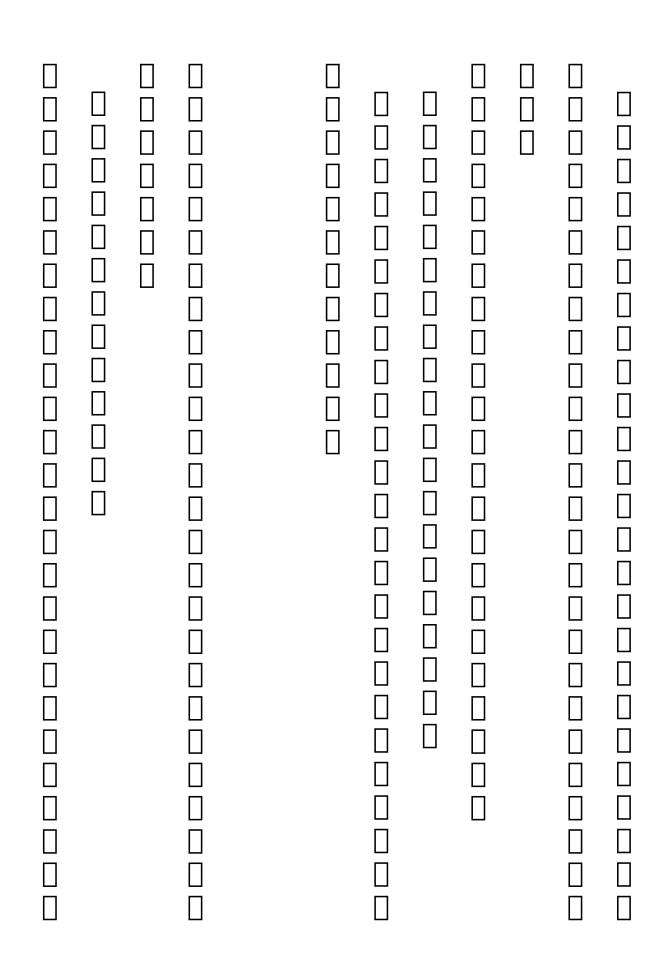


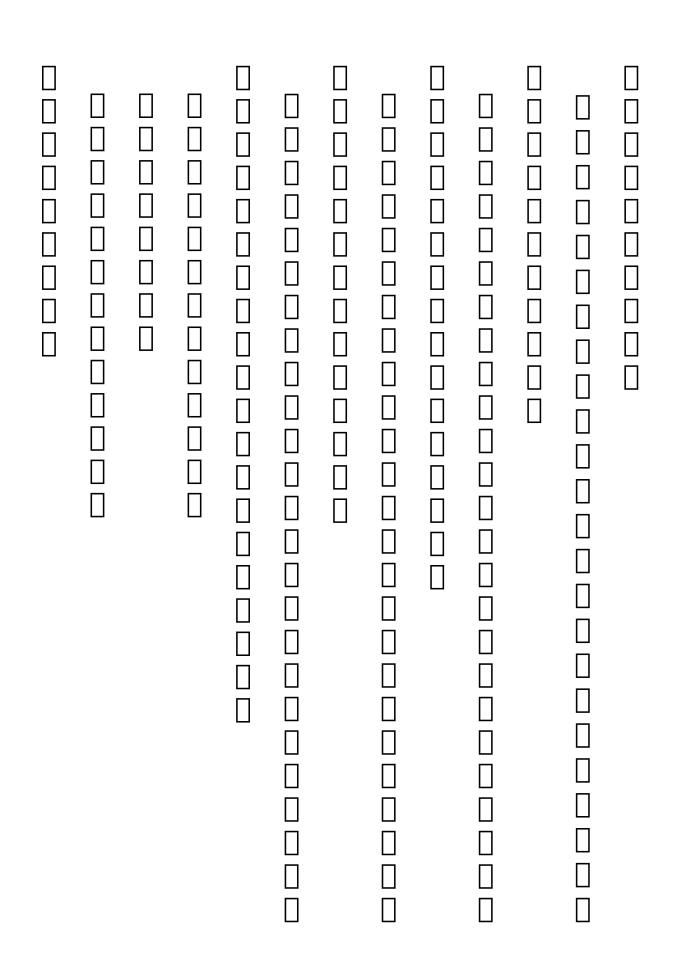


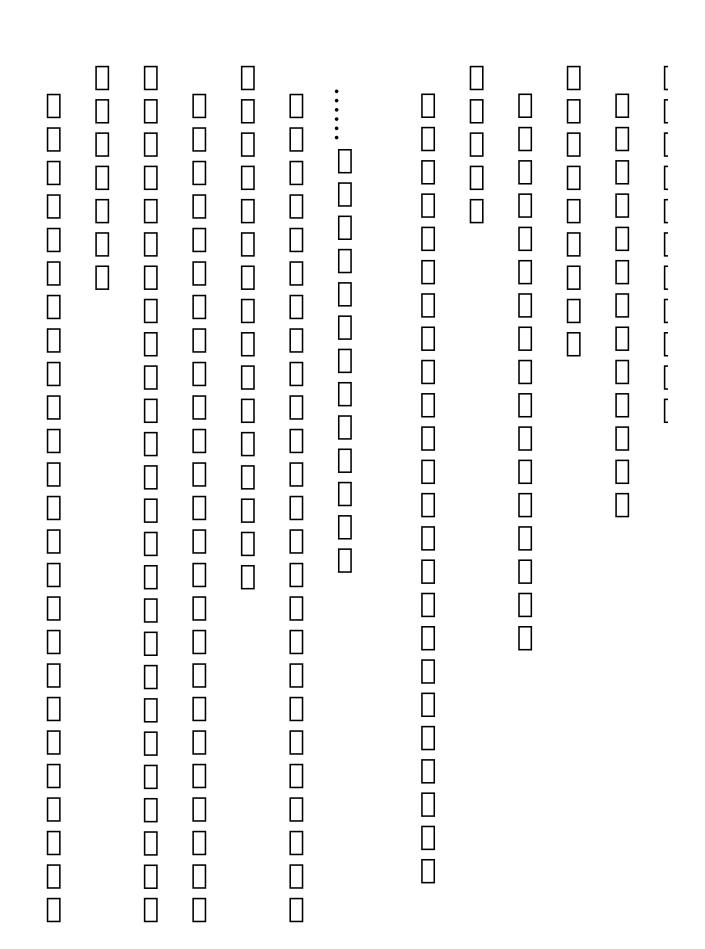


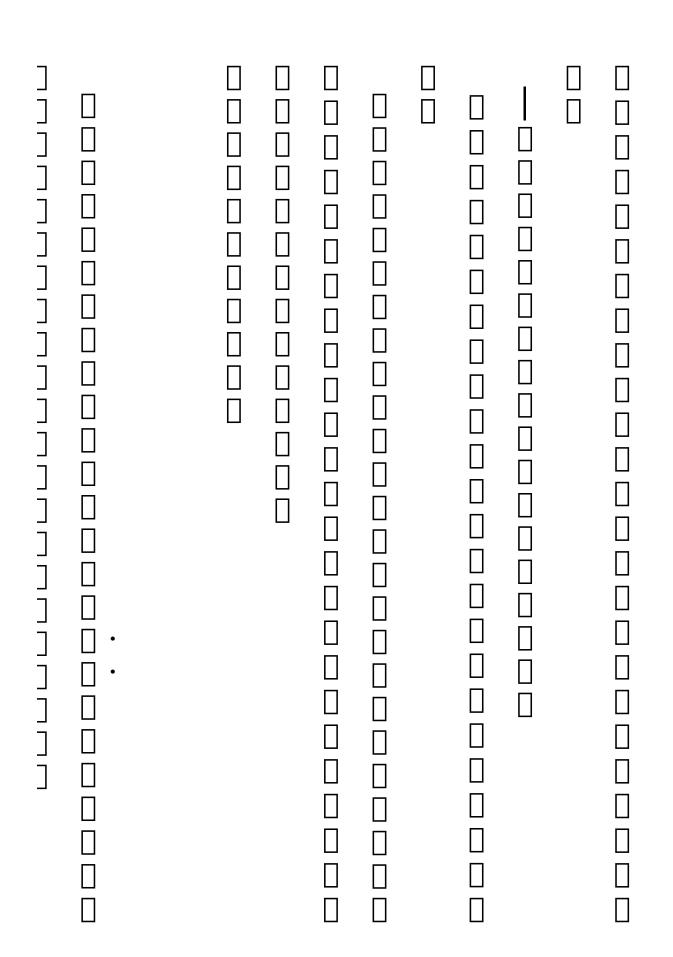




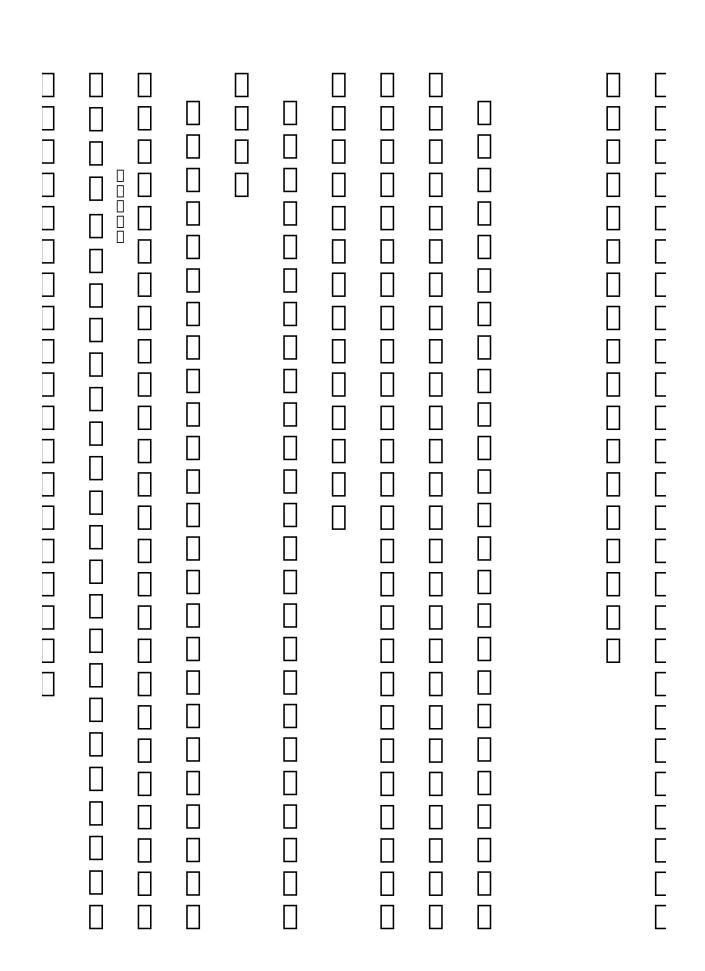


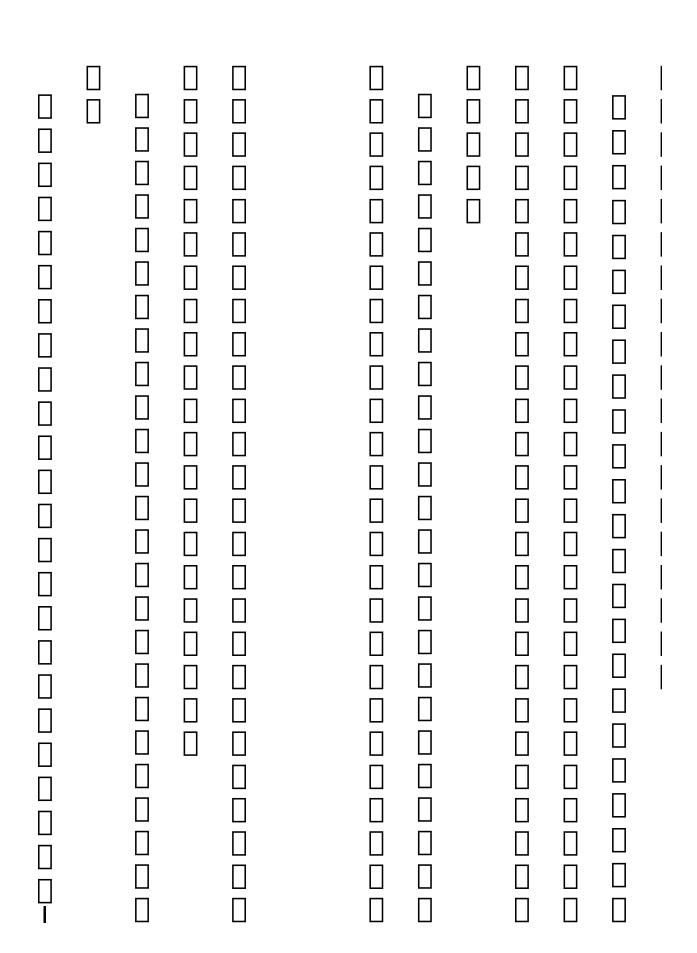


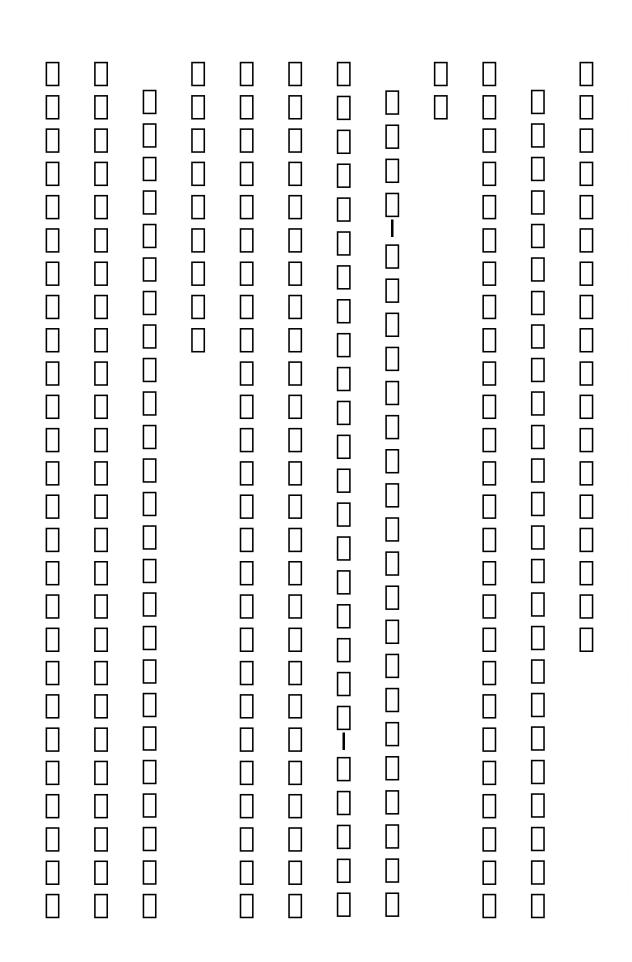


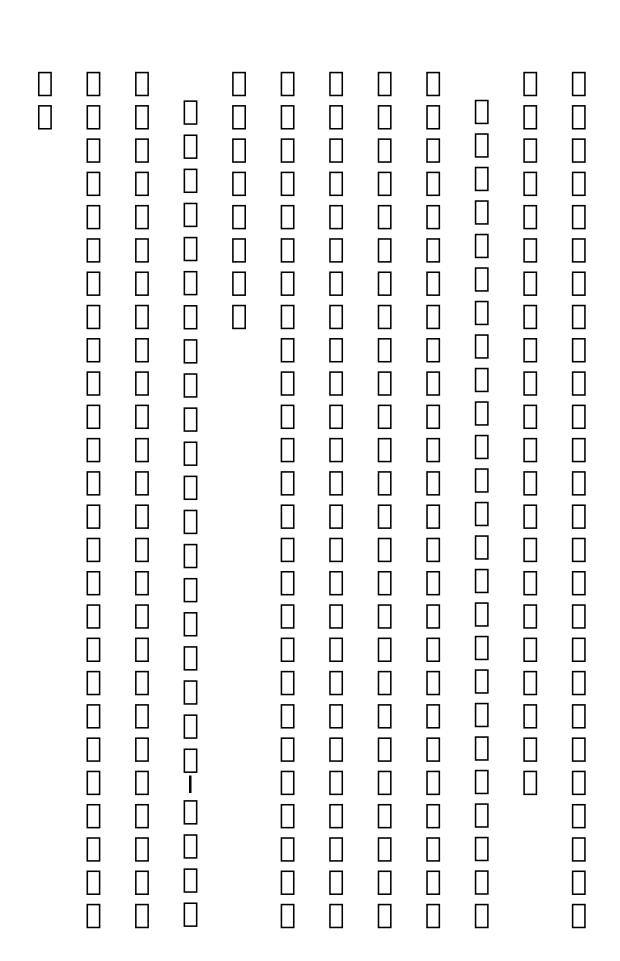


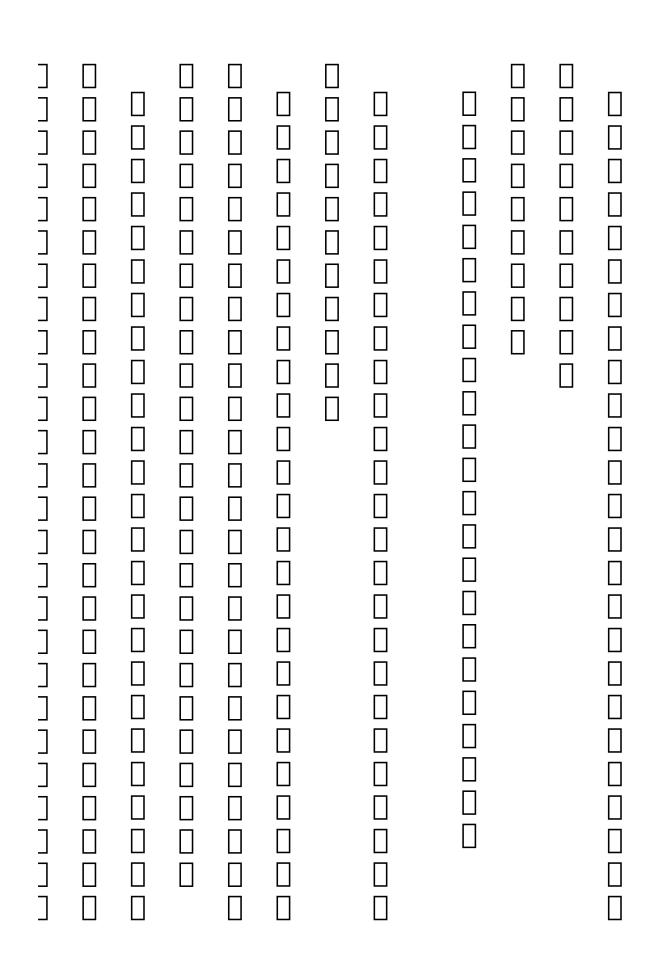
]							



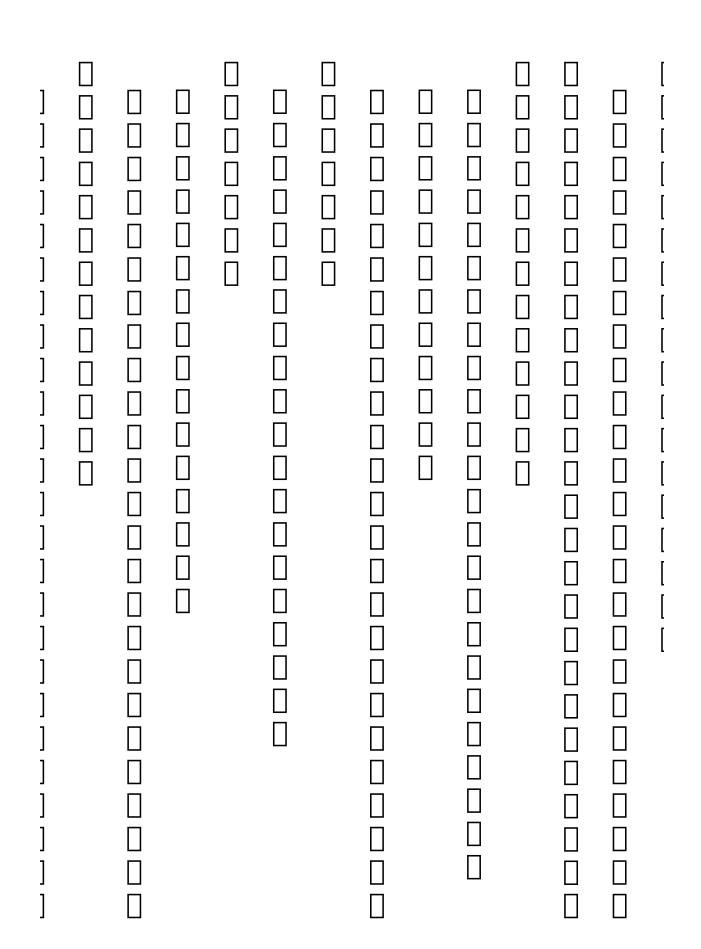


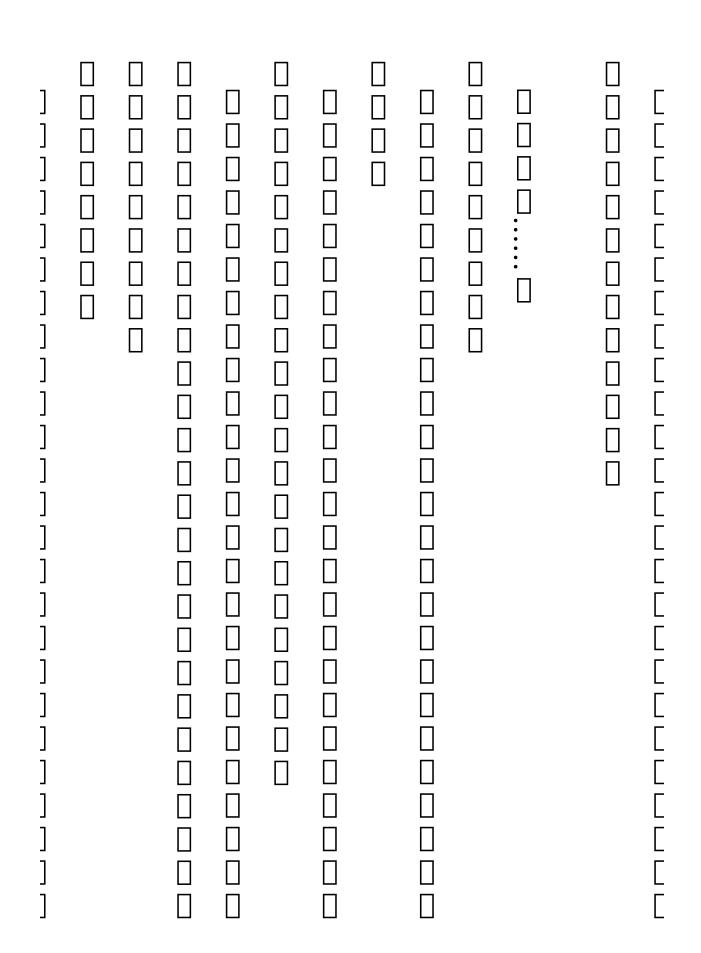




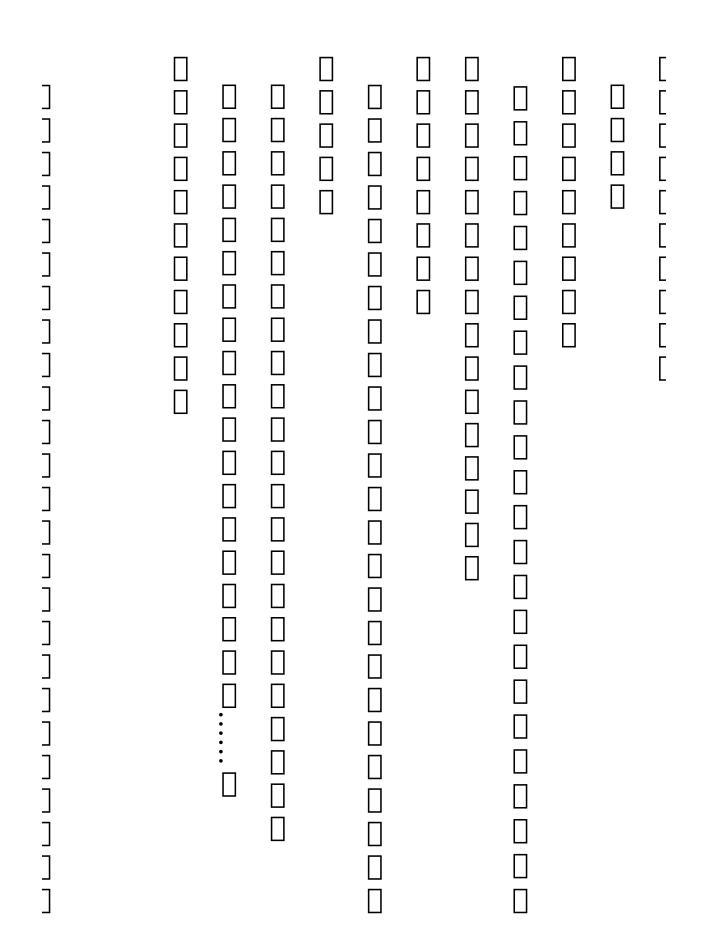


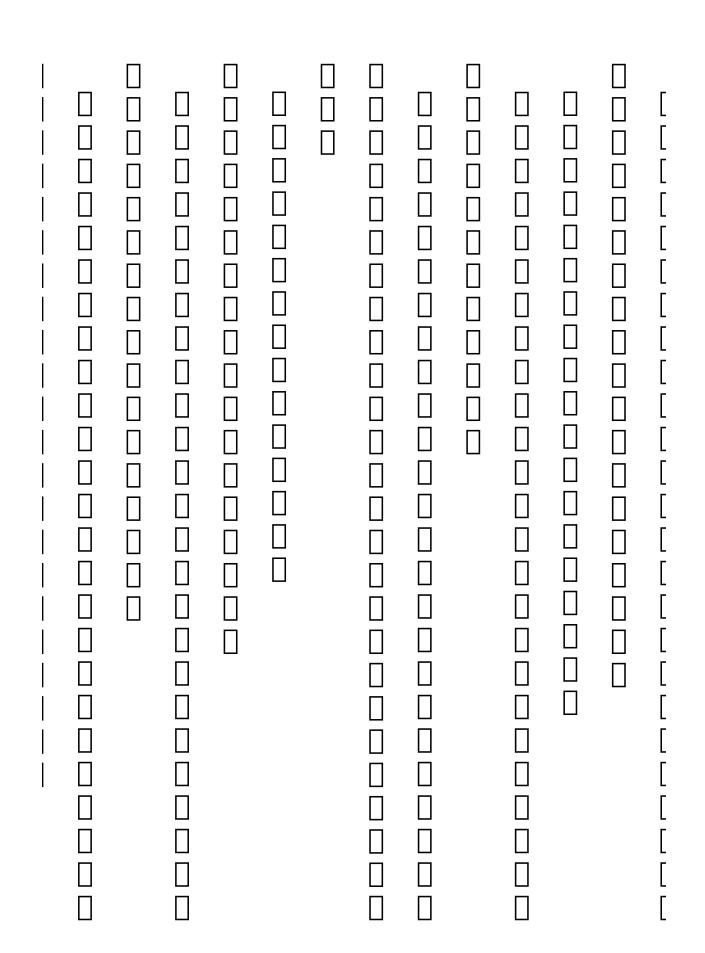
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|



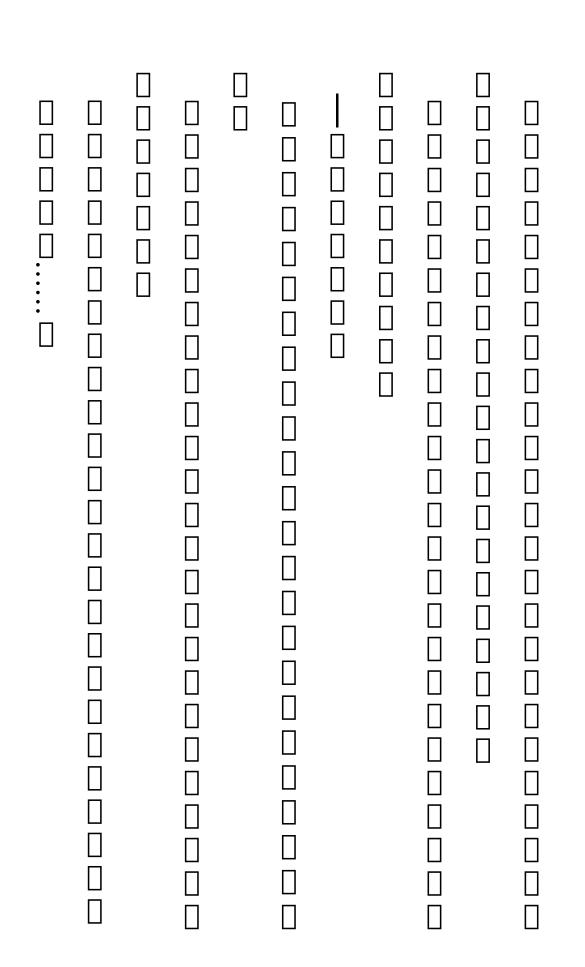


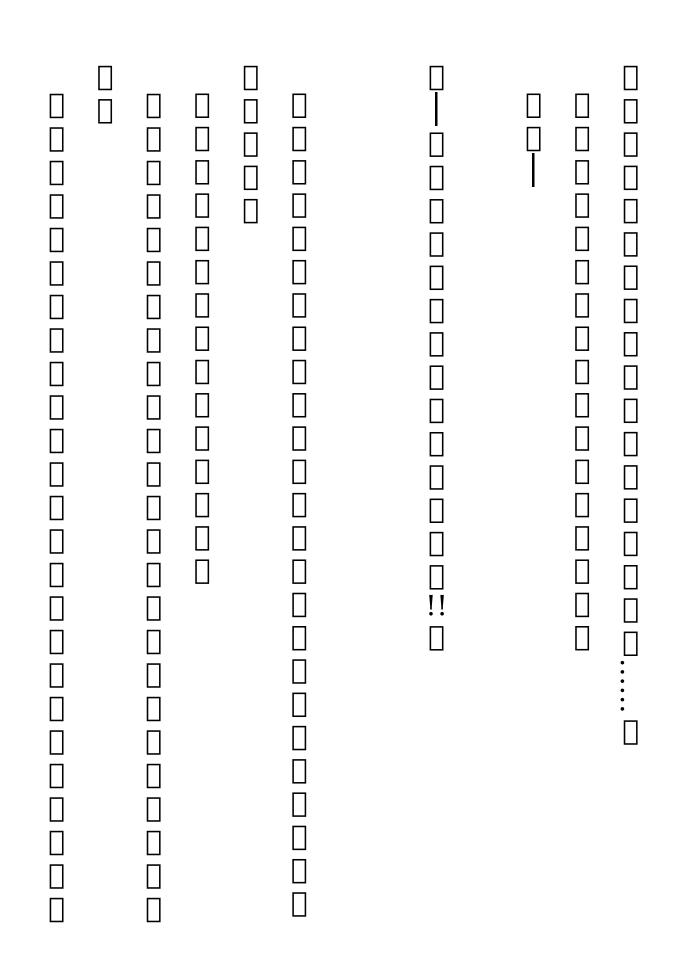
П				П	П	П	Г



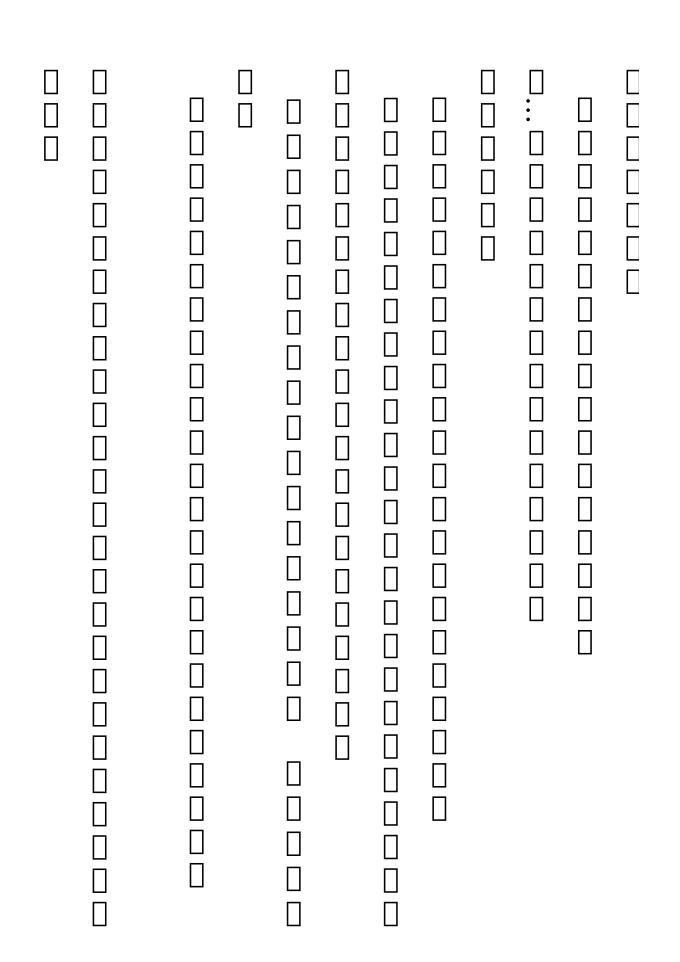


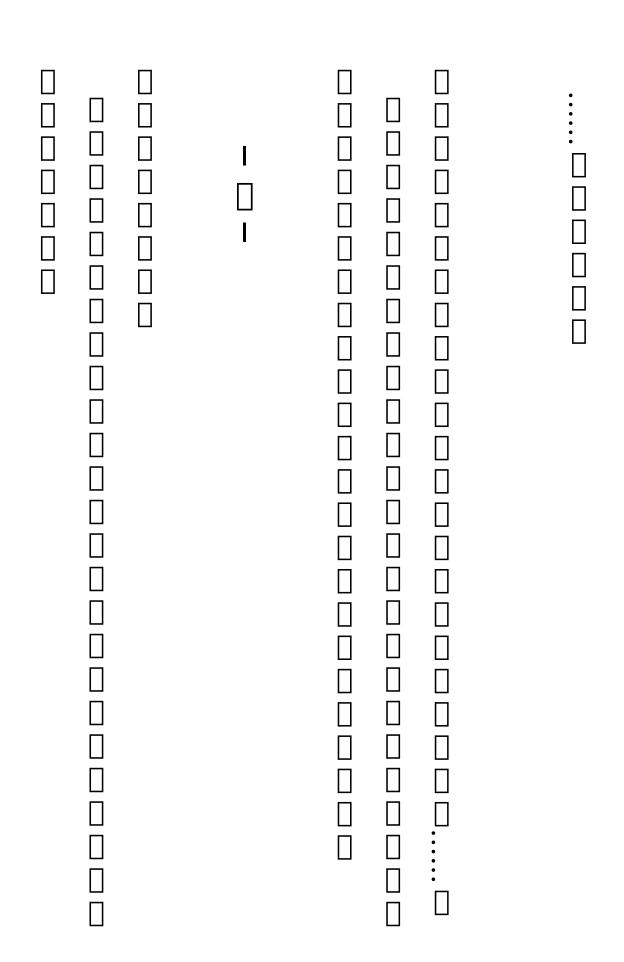
|--|--|--|--|--|--|--|--|--|--|--|--|--|



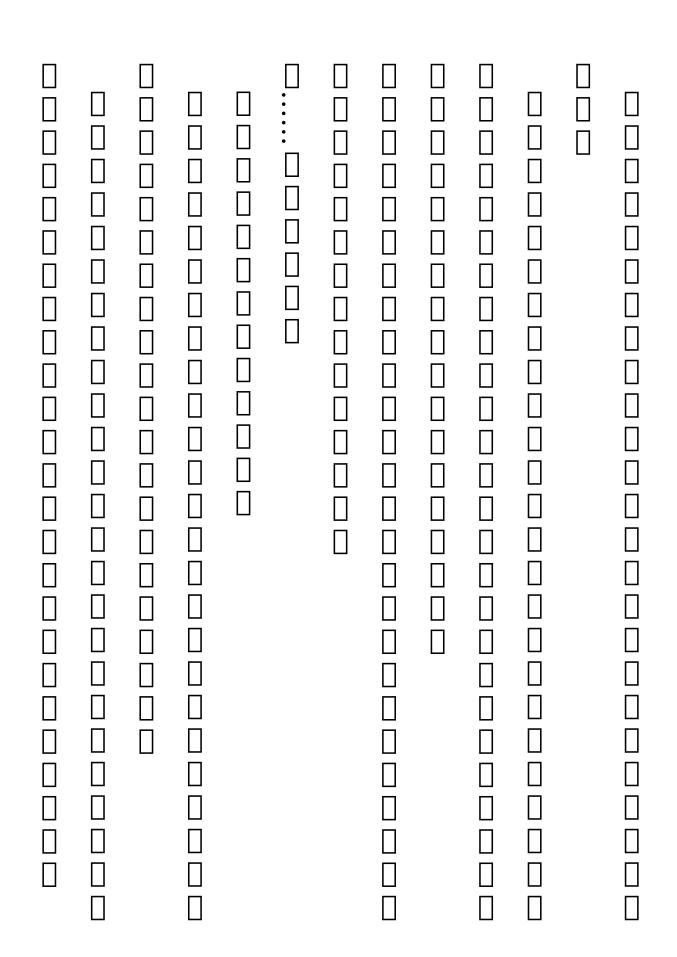


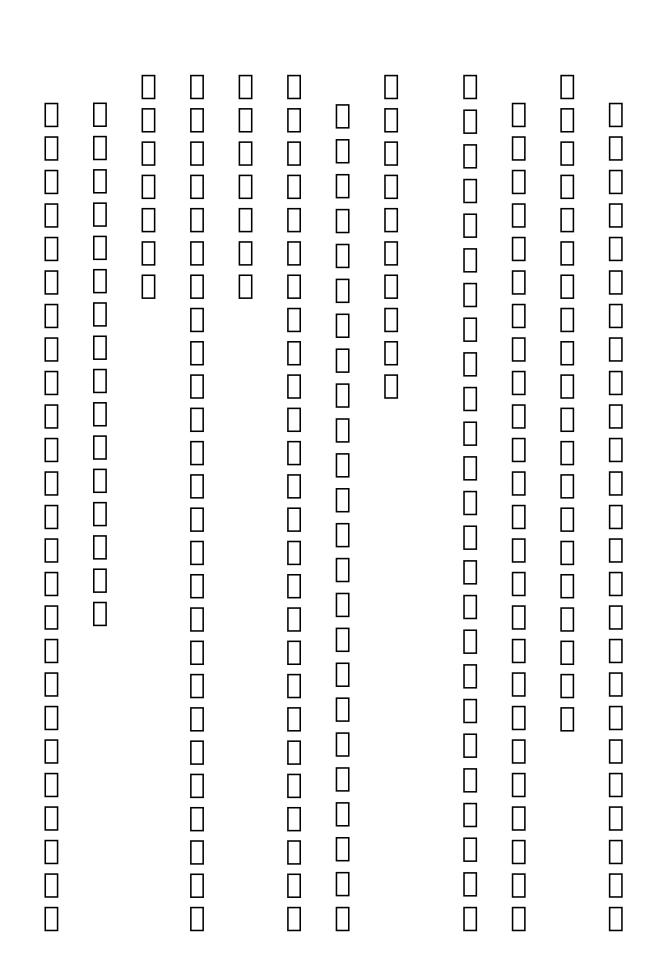
|--|--|--|--|--|--|--|--|--|--|--|

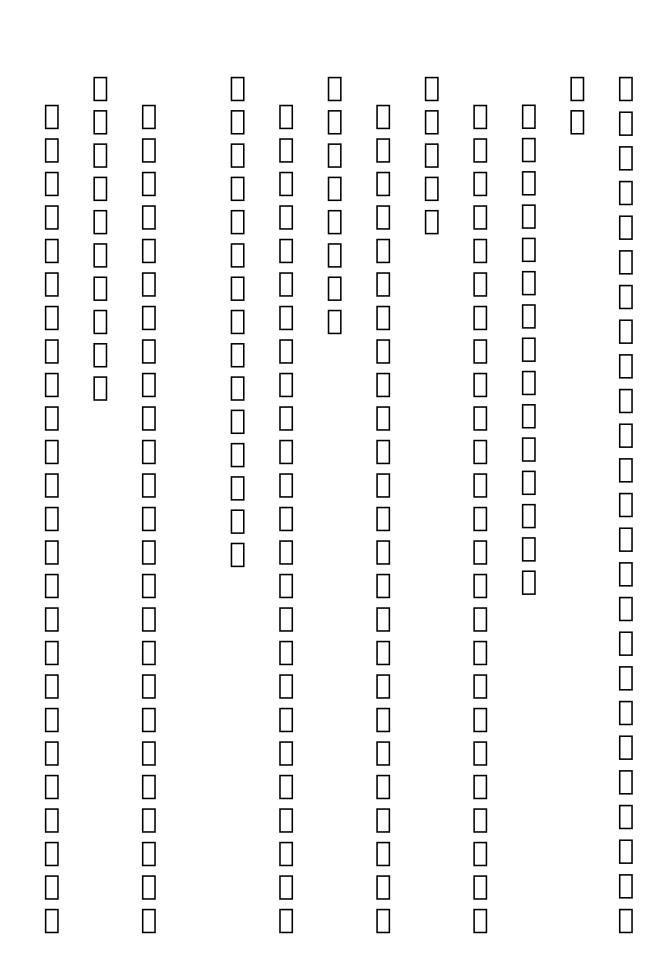


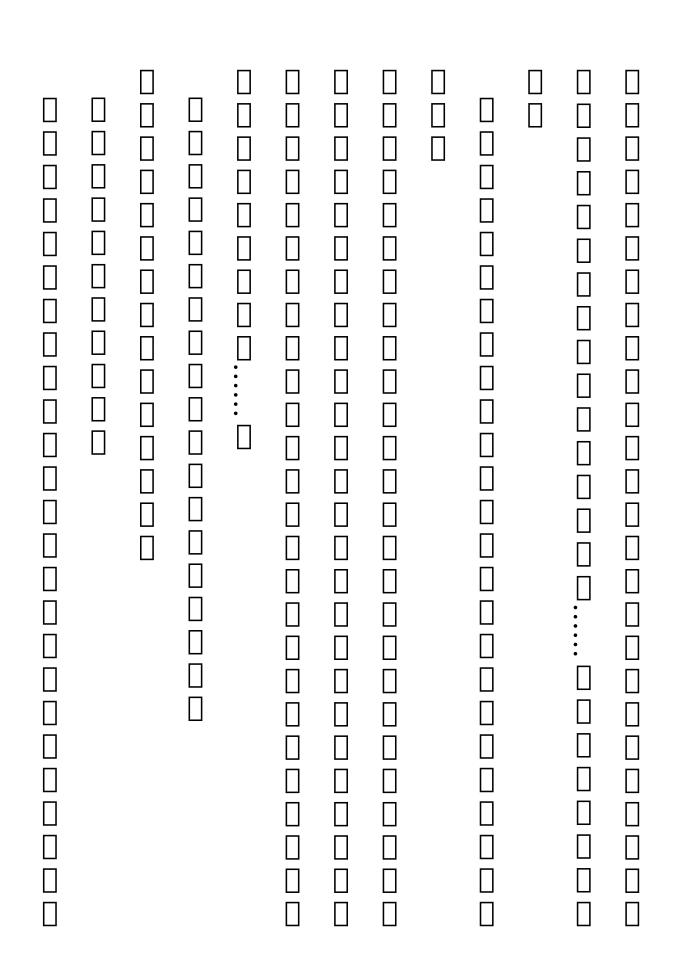


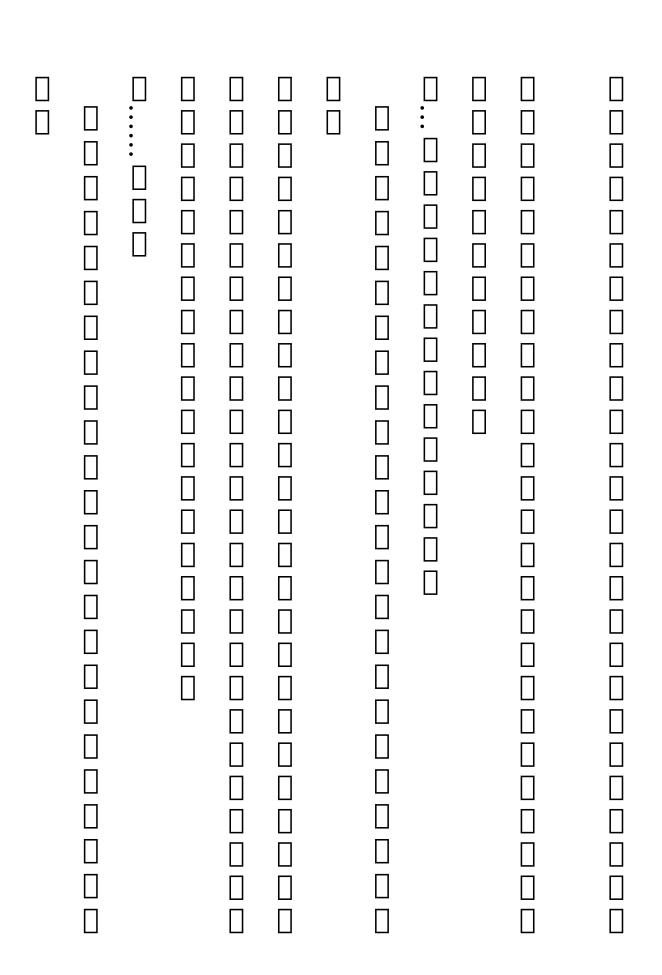


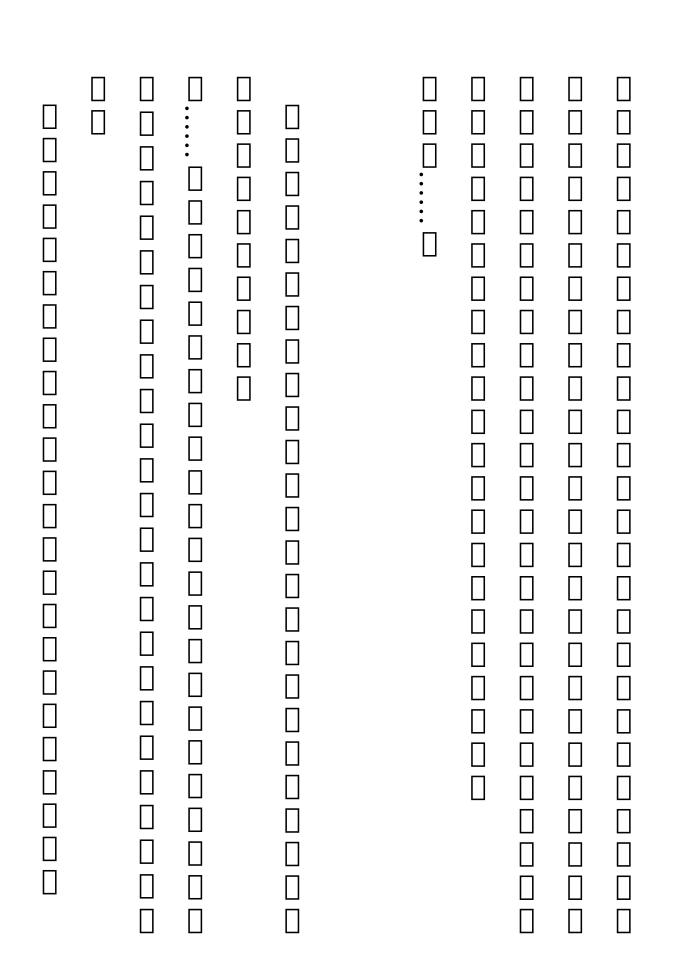


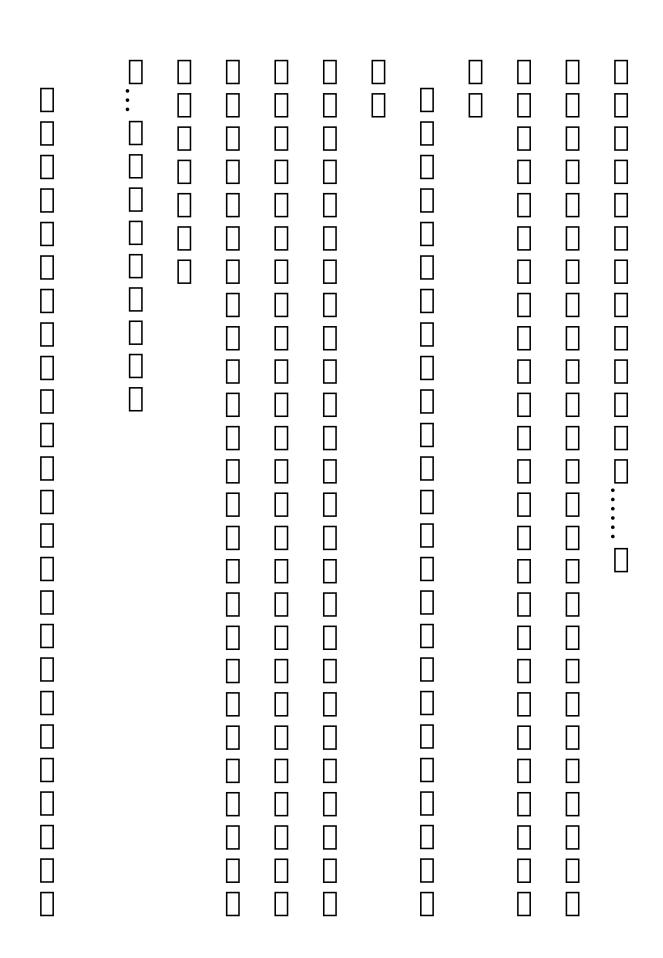


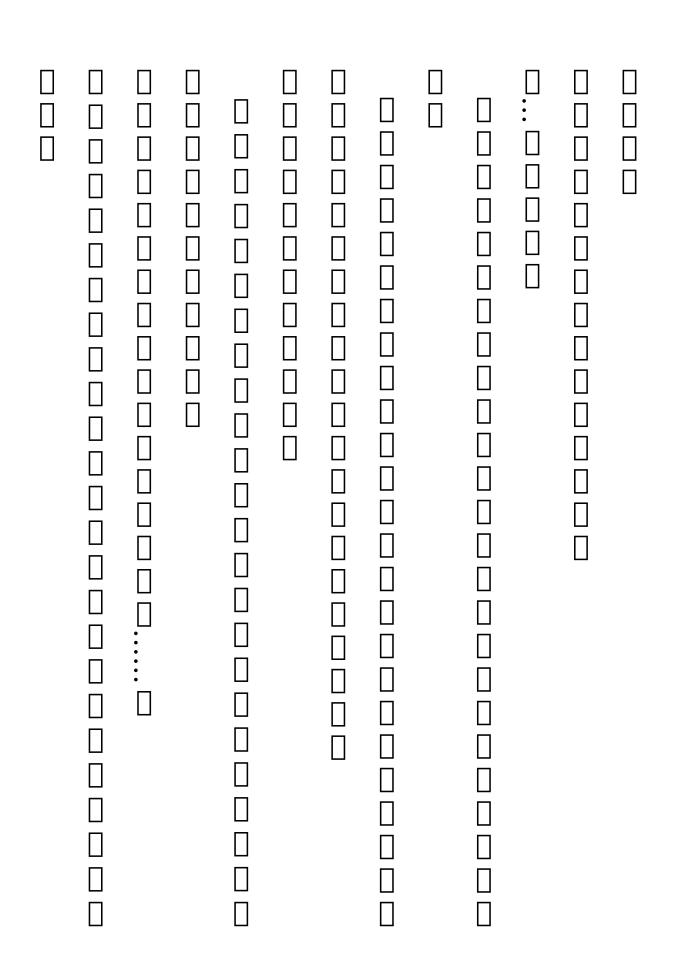


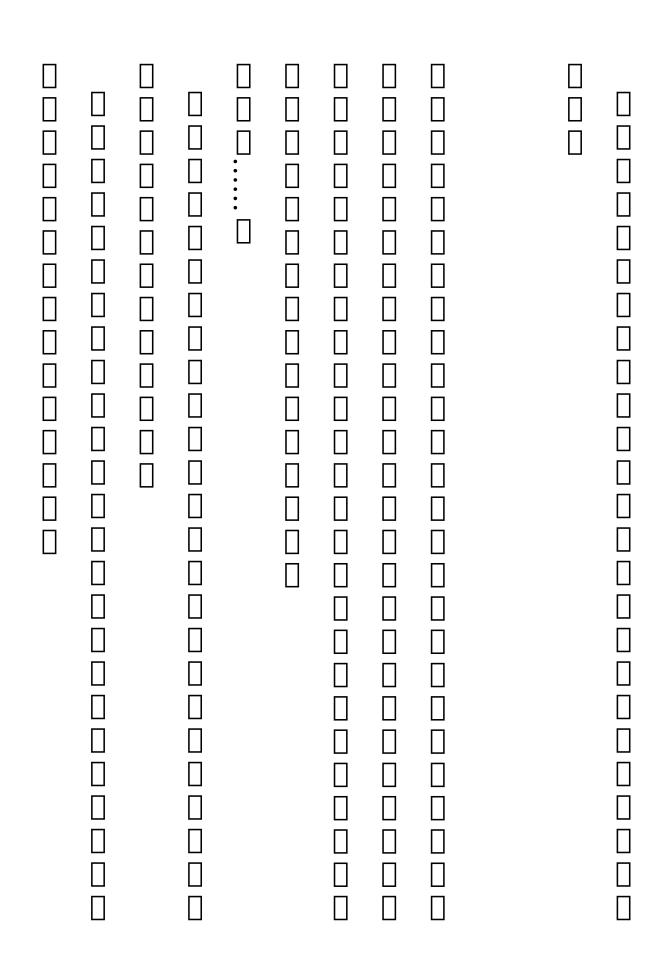


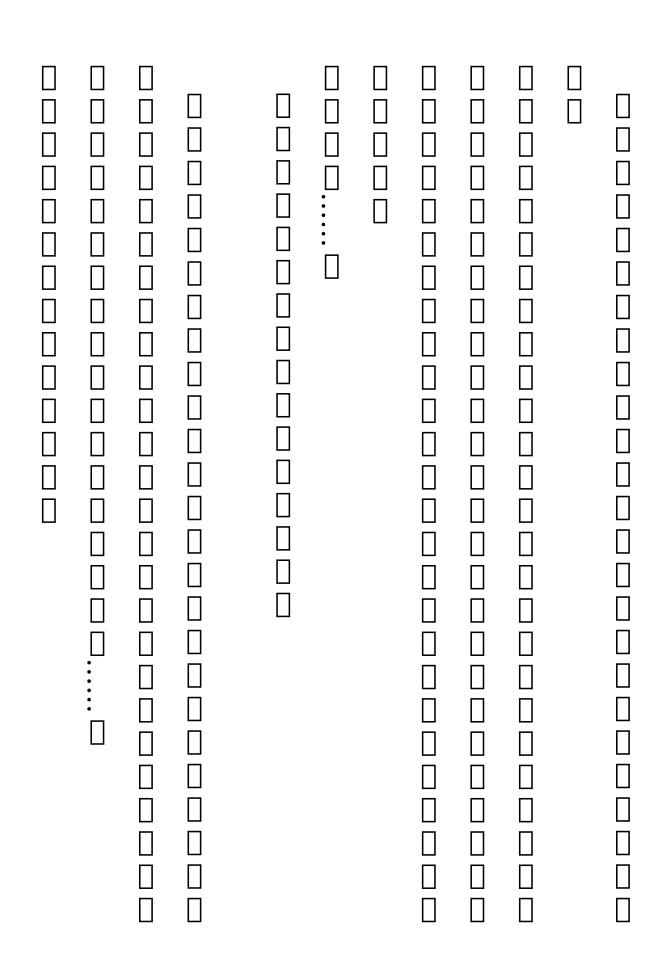


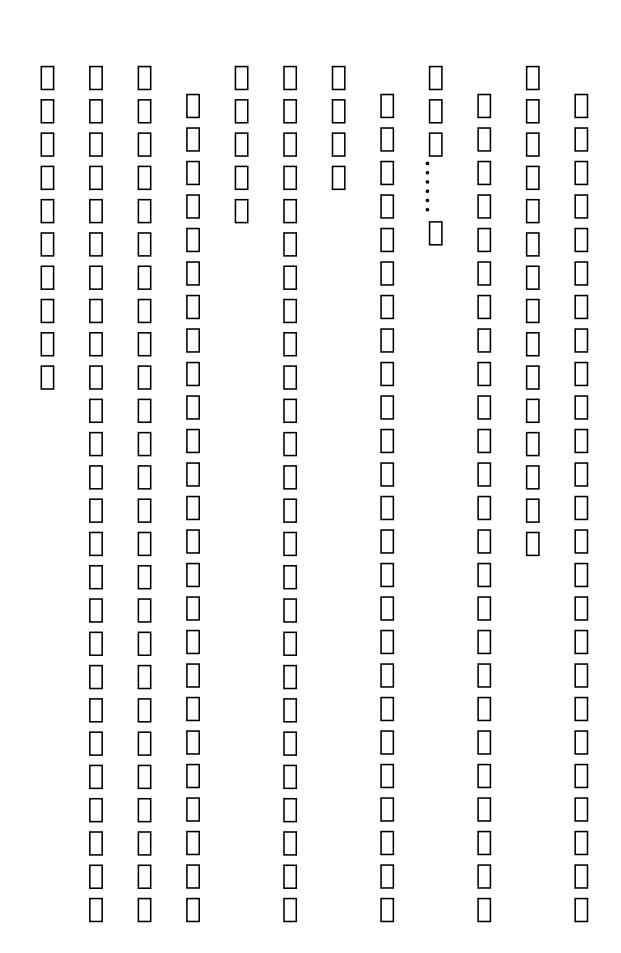


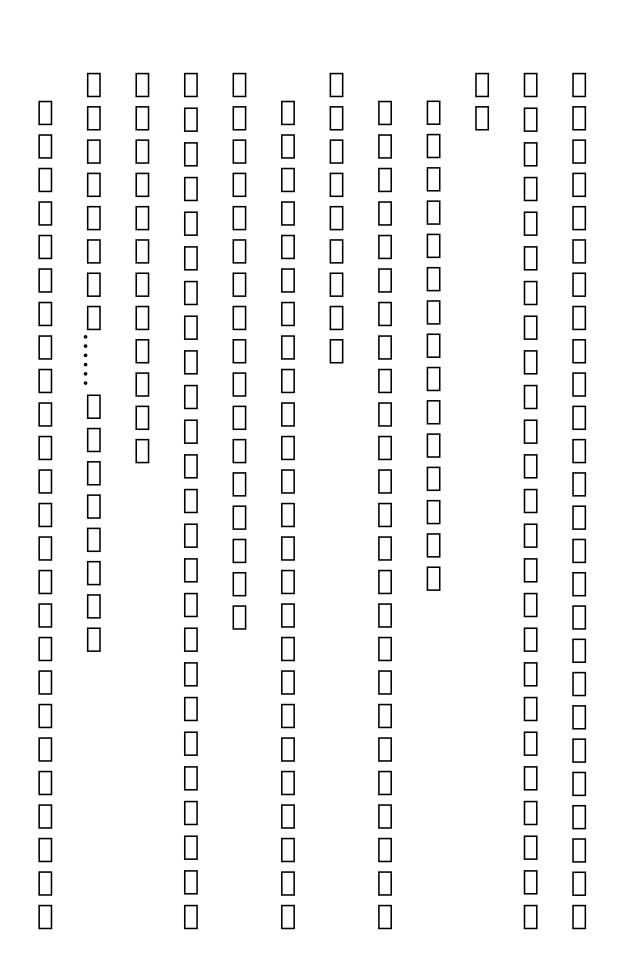


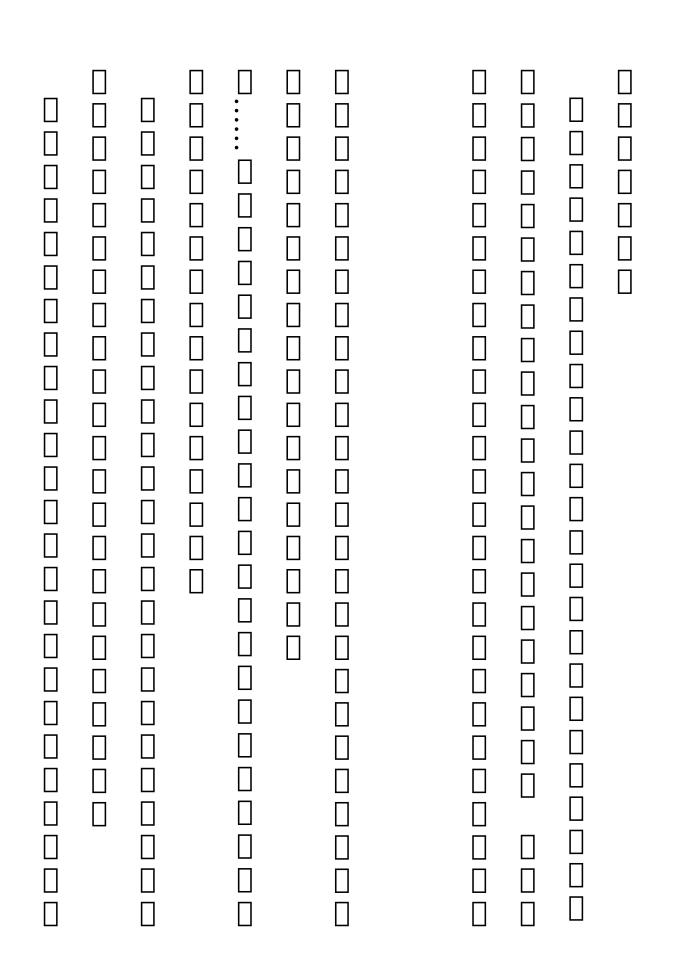


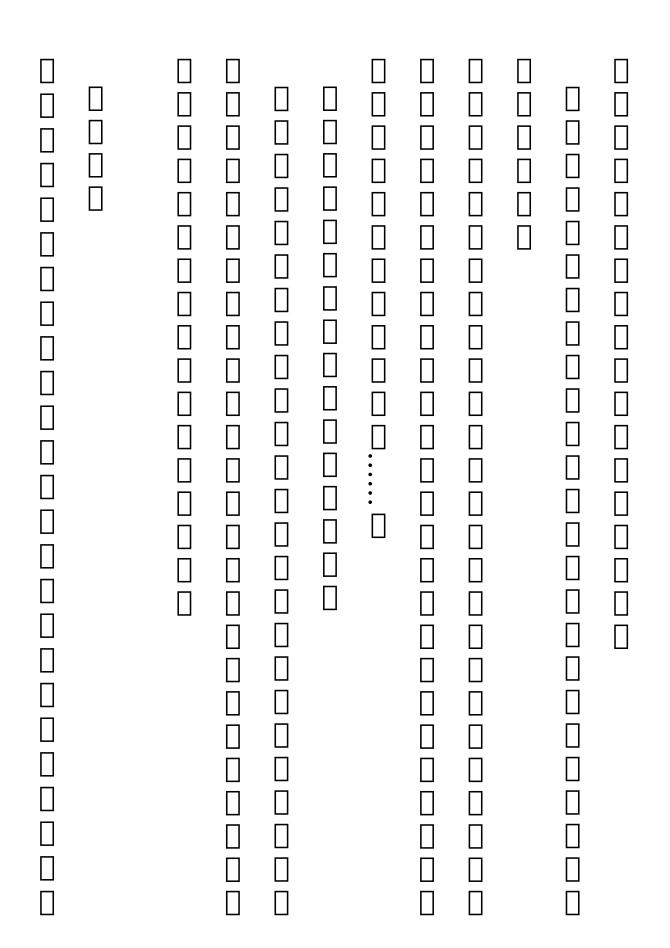


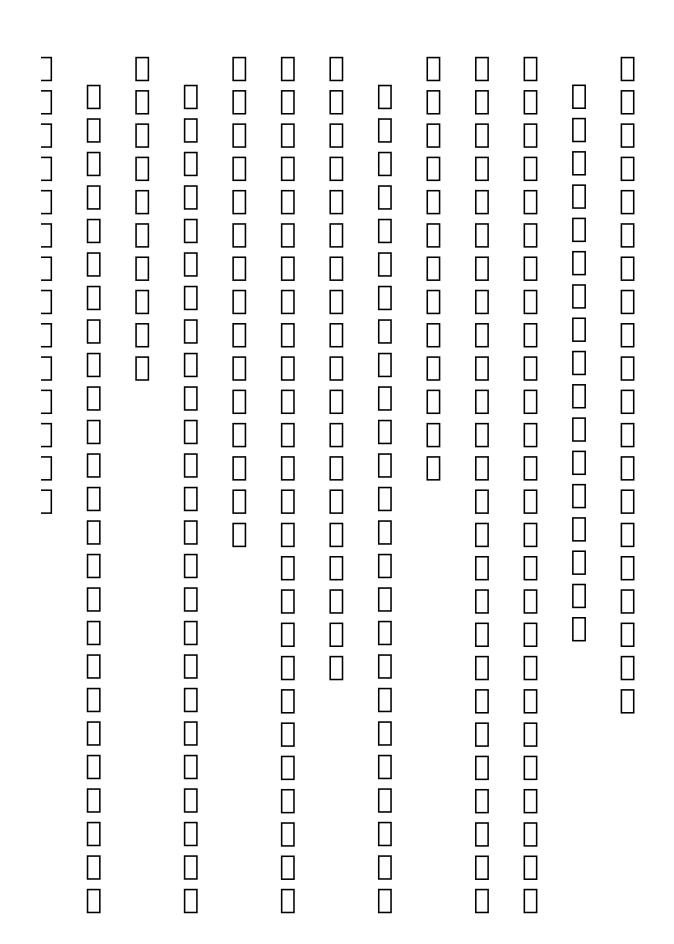




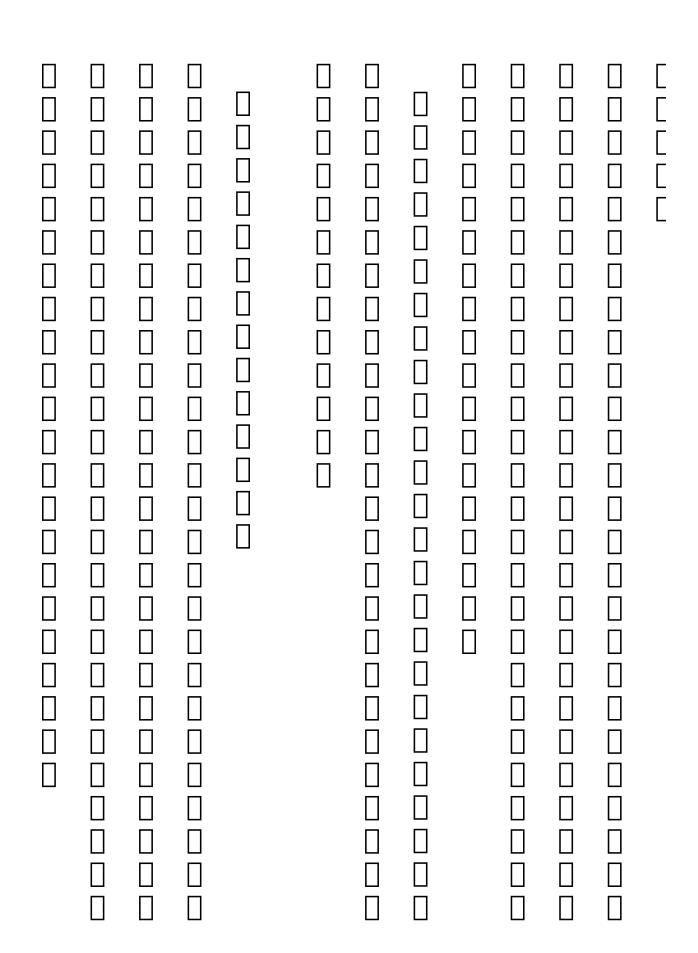


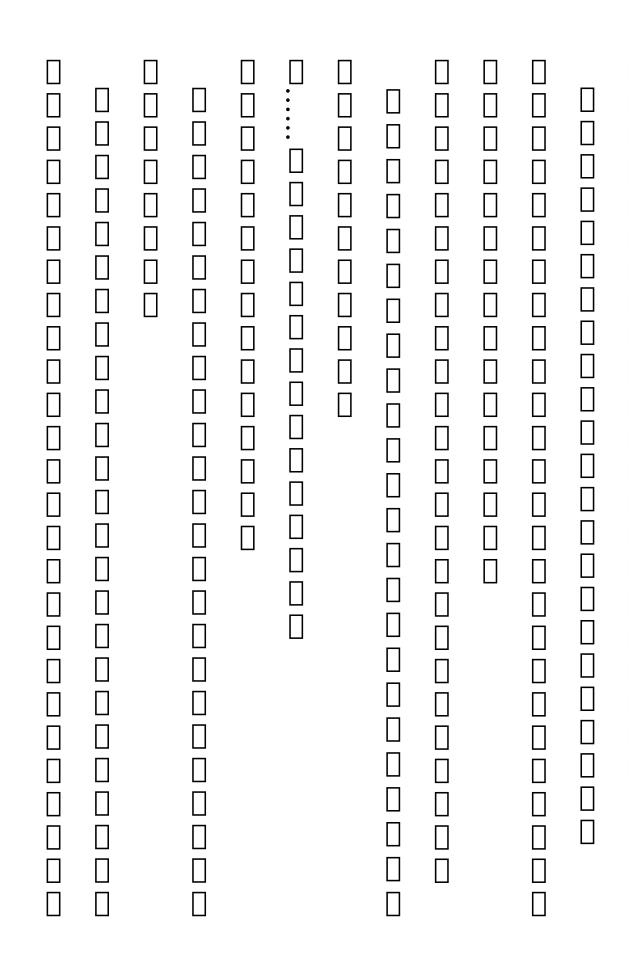


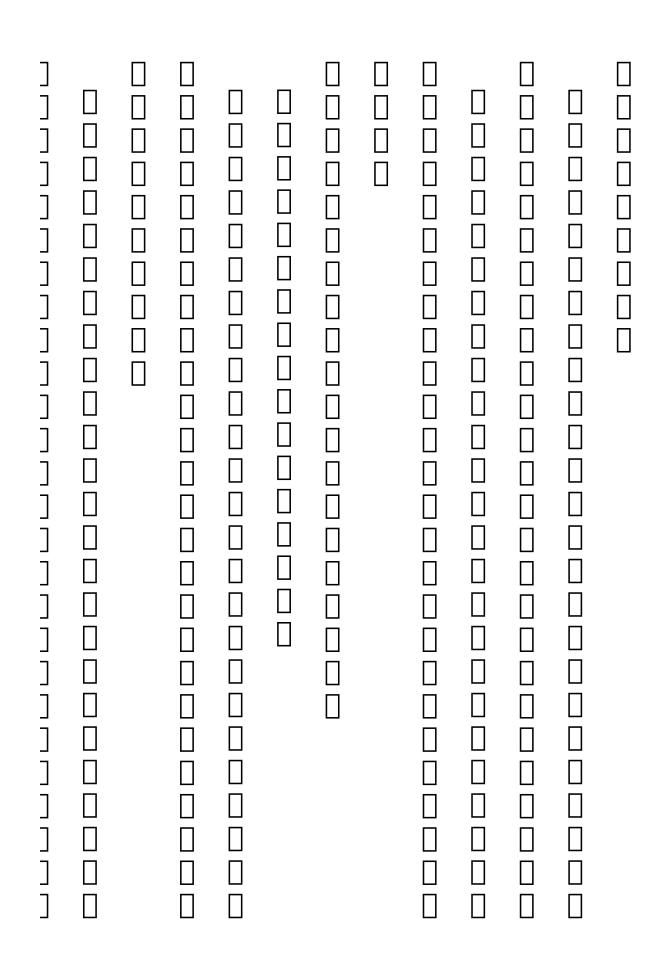


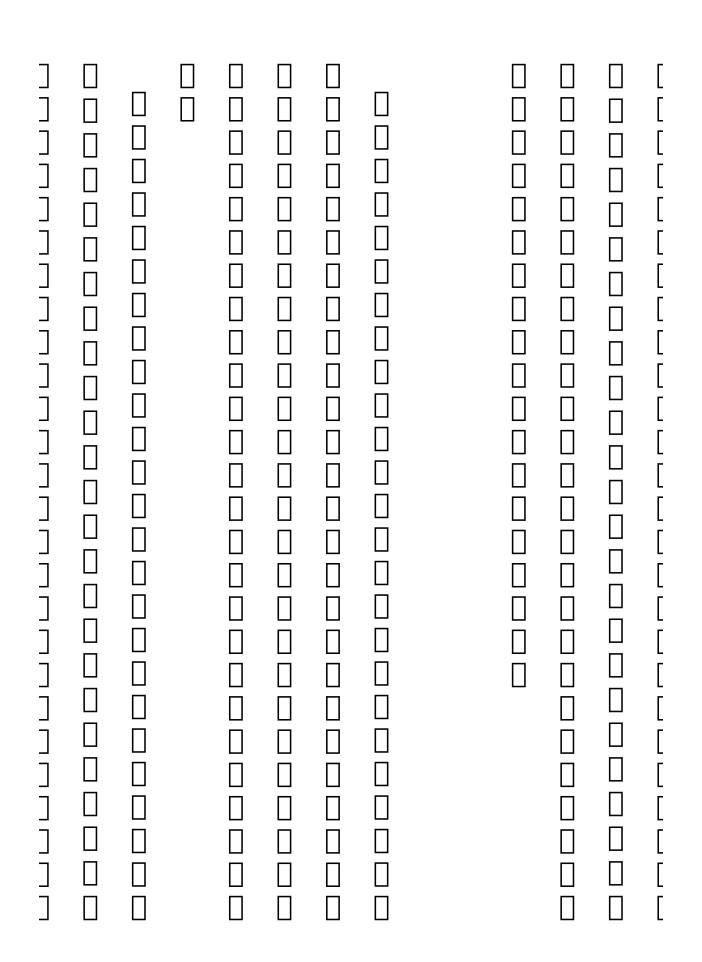


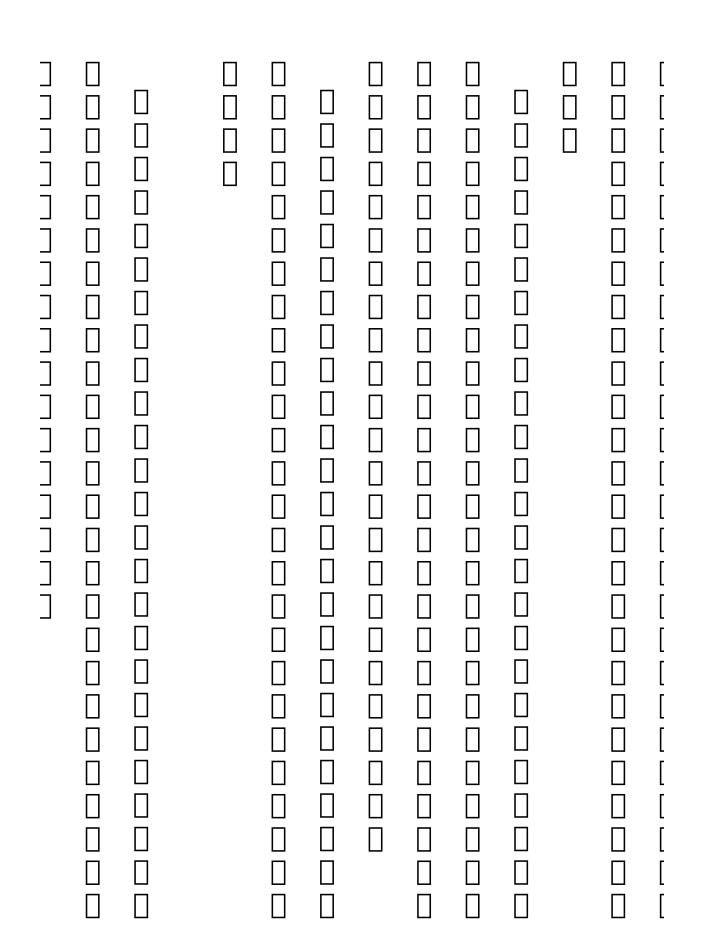
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|



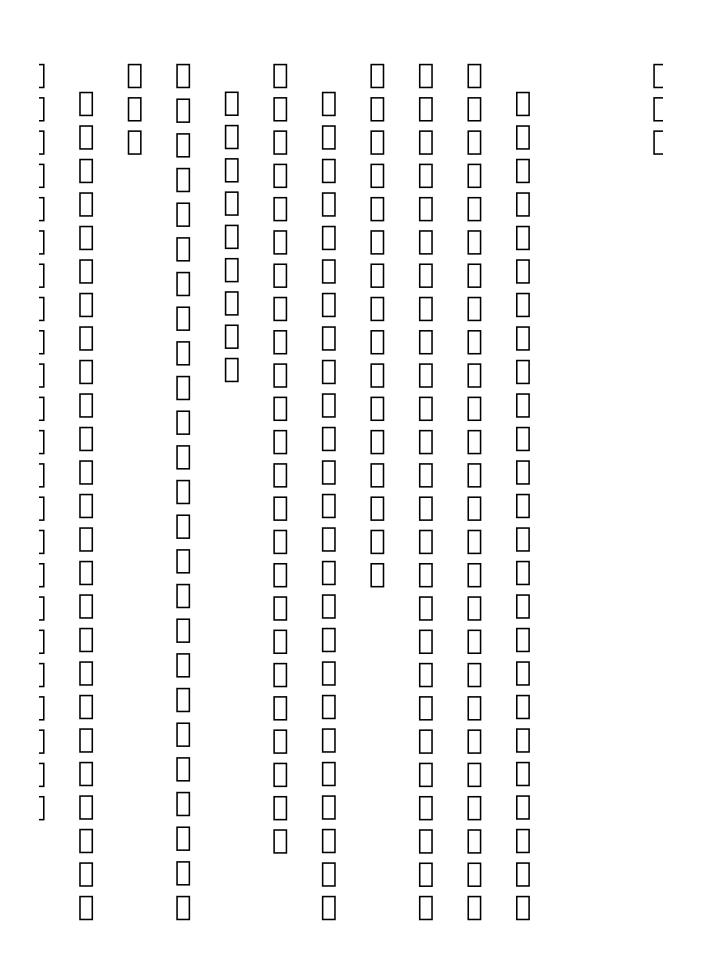


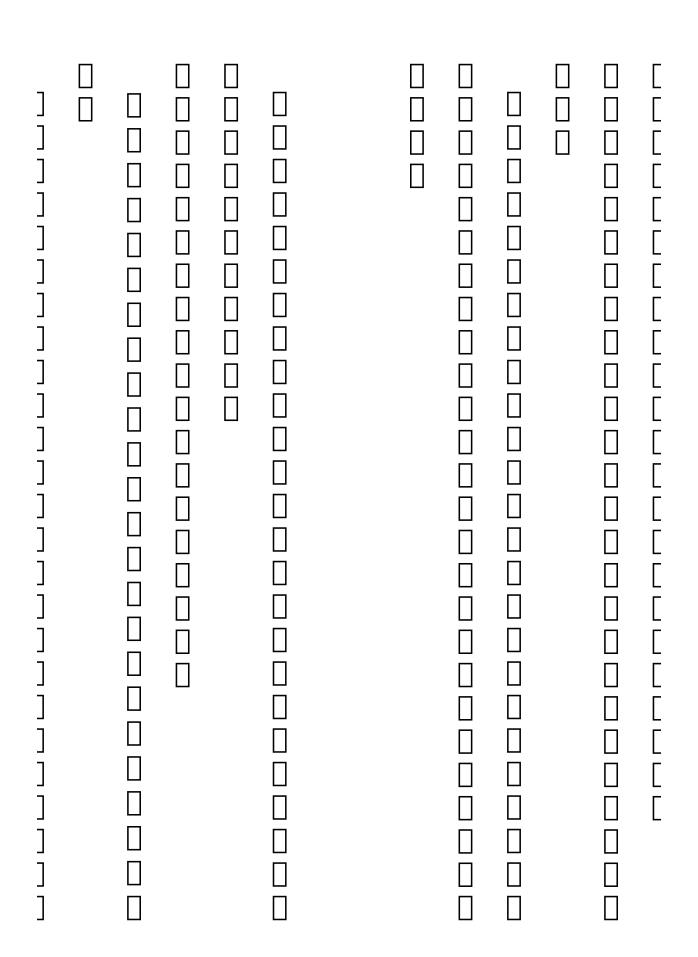


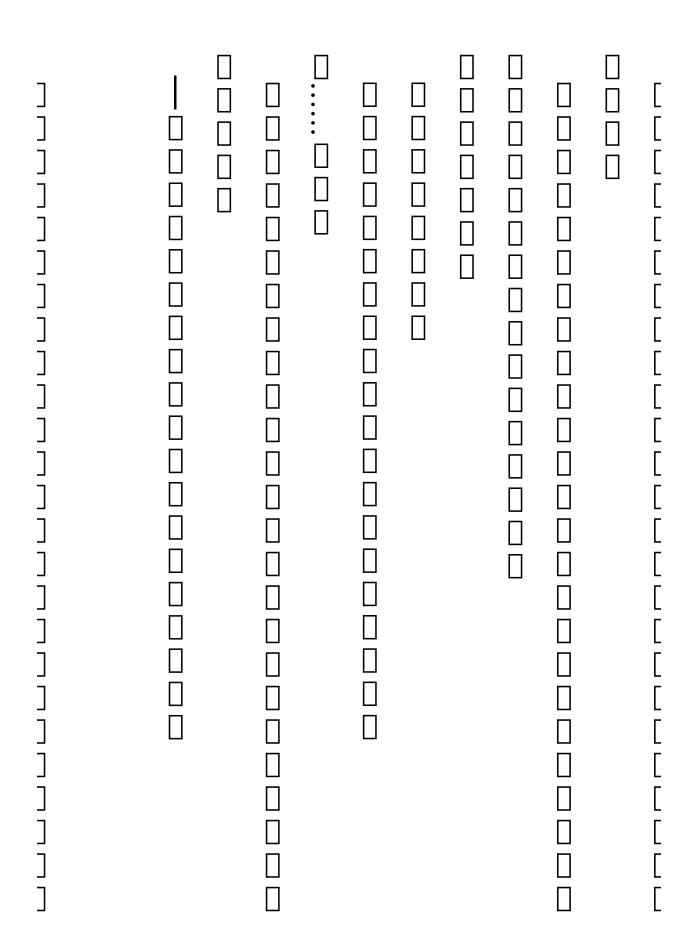




|--|--|--|

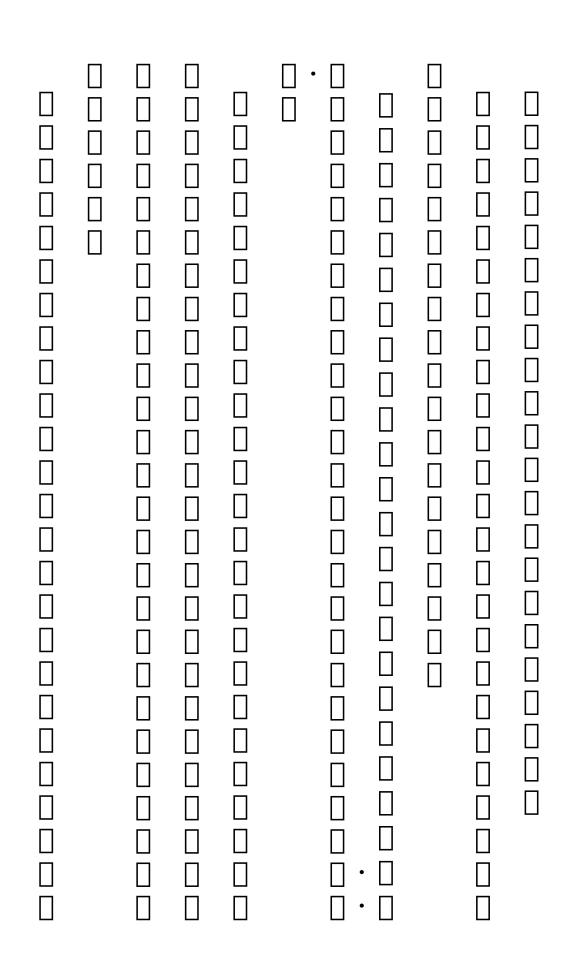


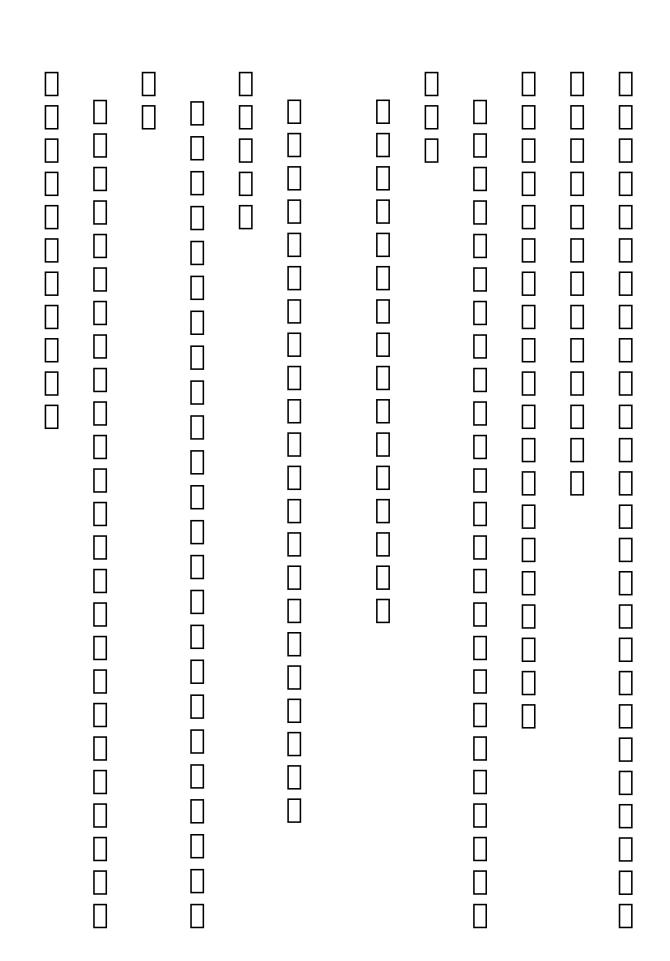




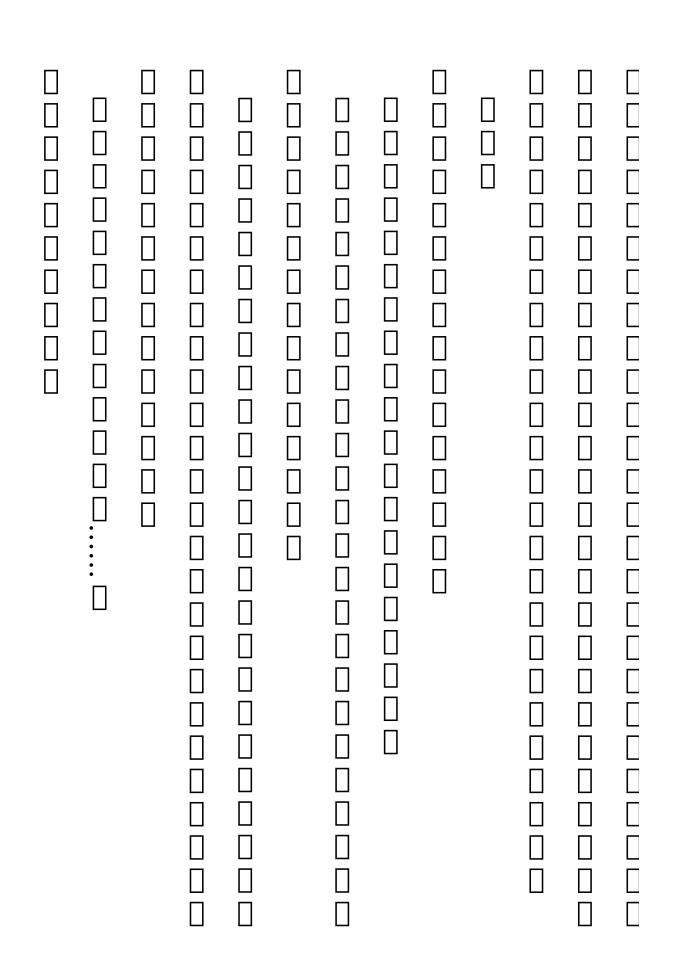
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

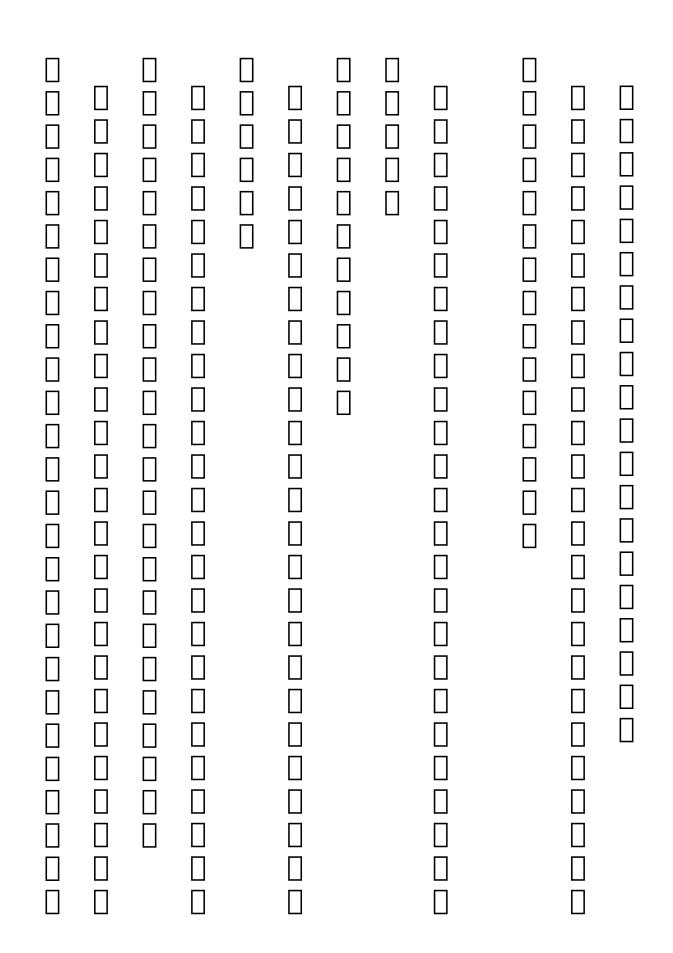
] ] ] ] ] ]						

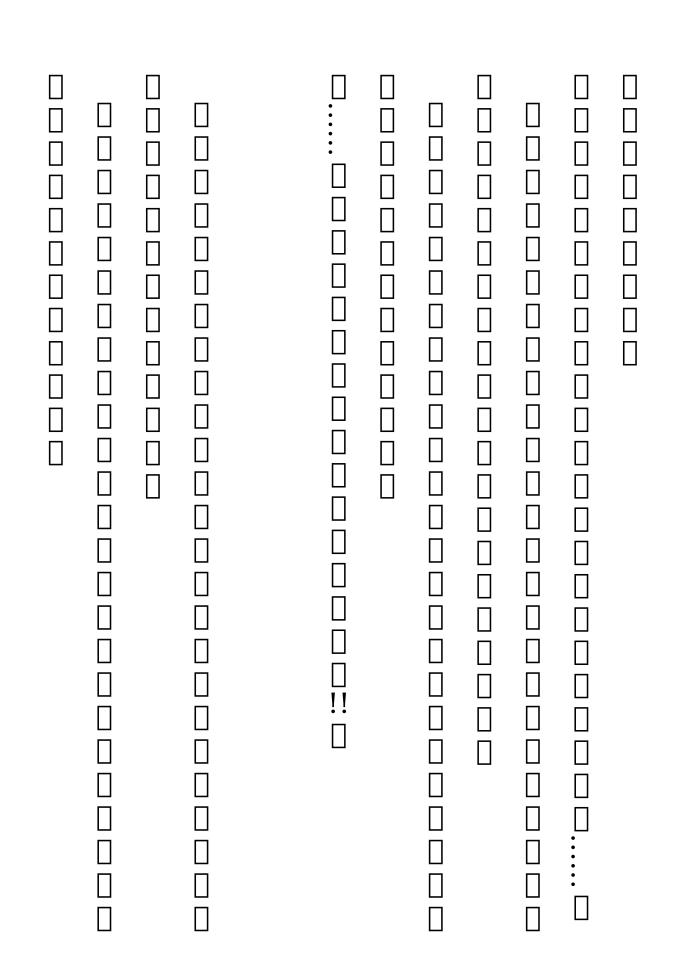


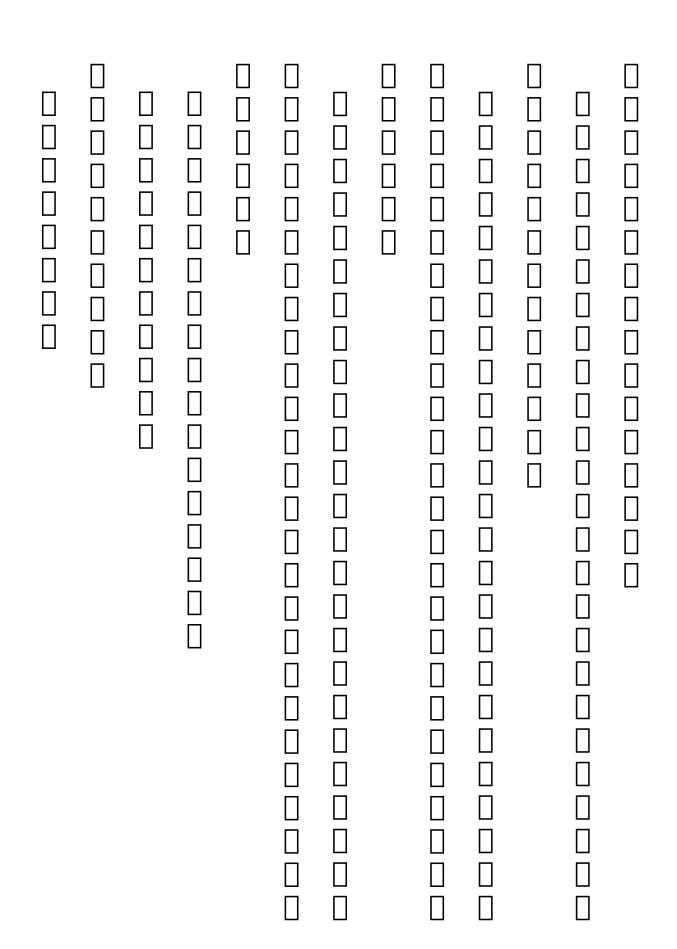


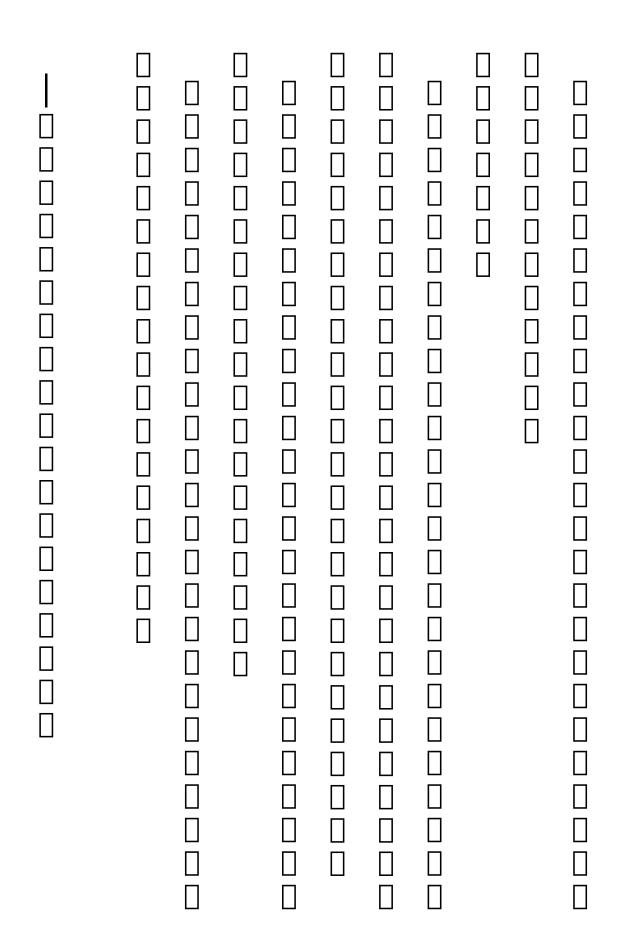
		Ц	Ш		

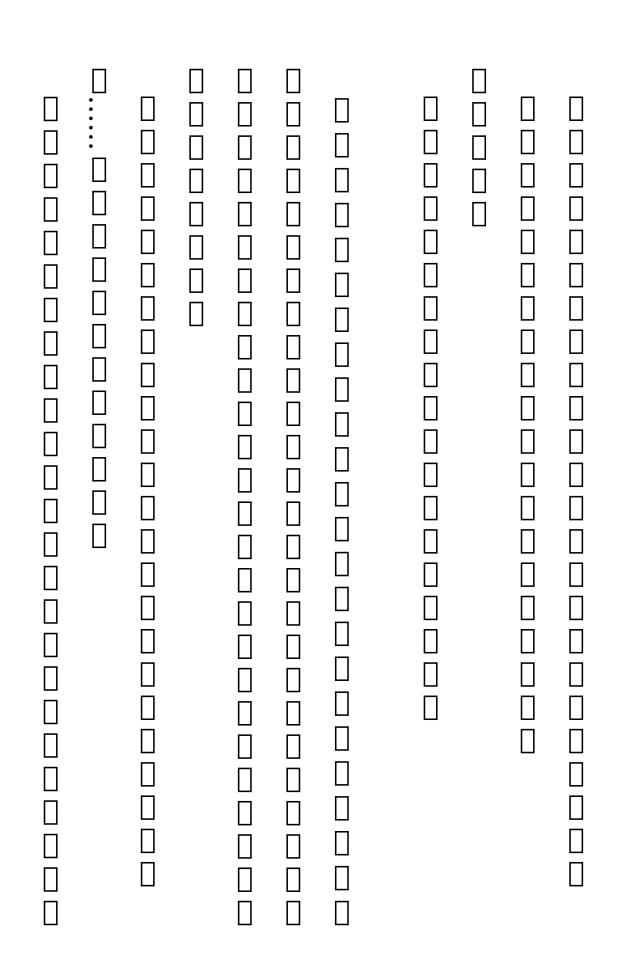


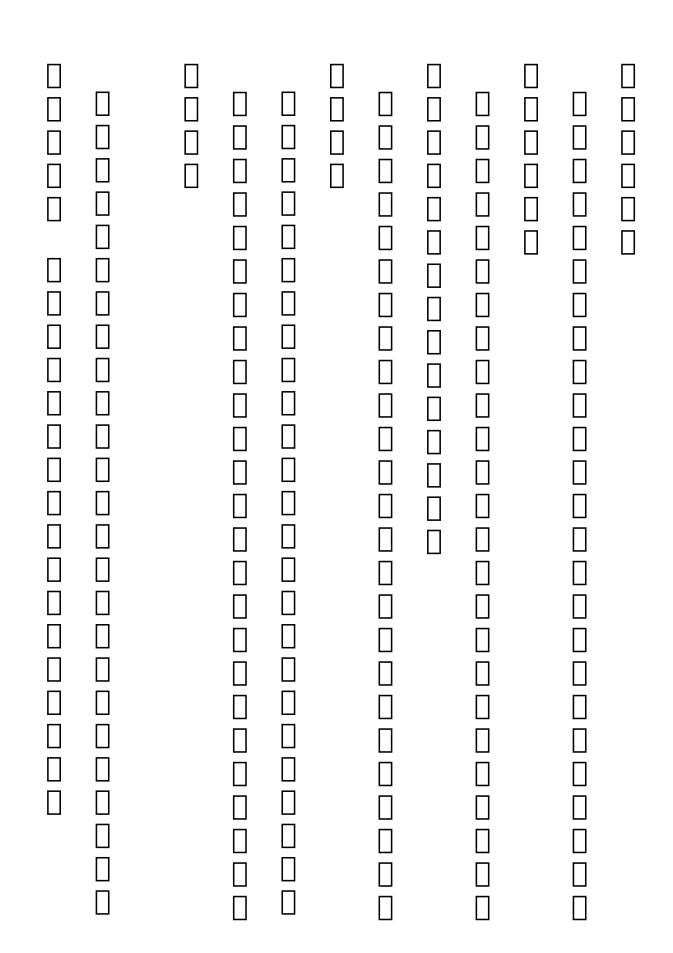




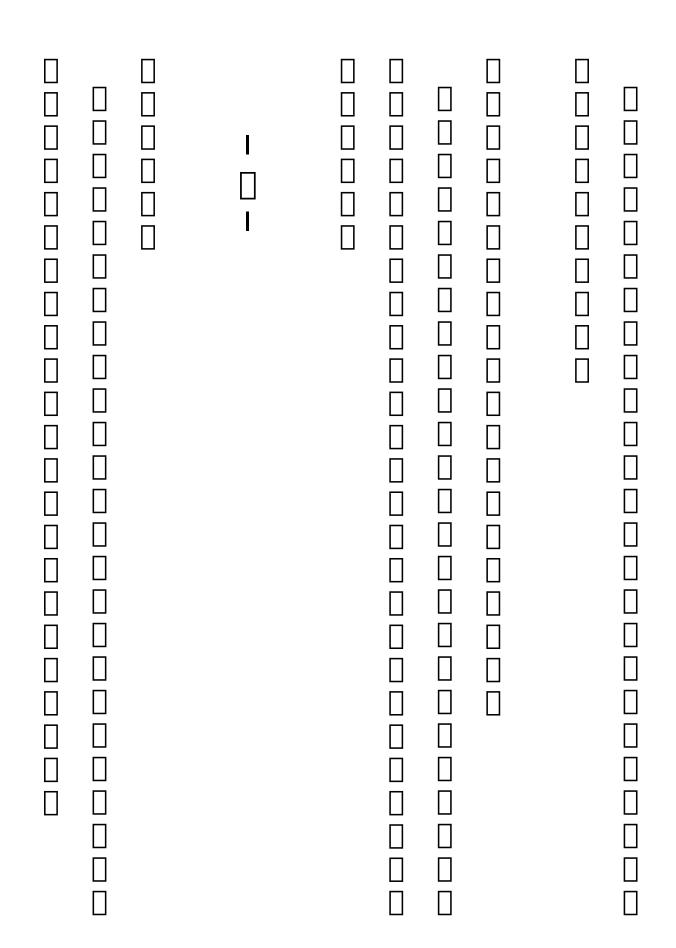


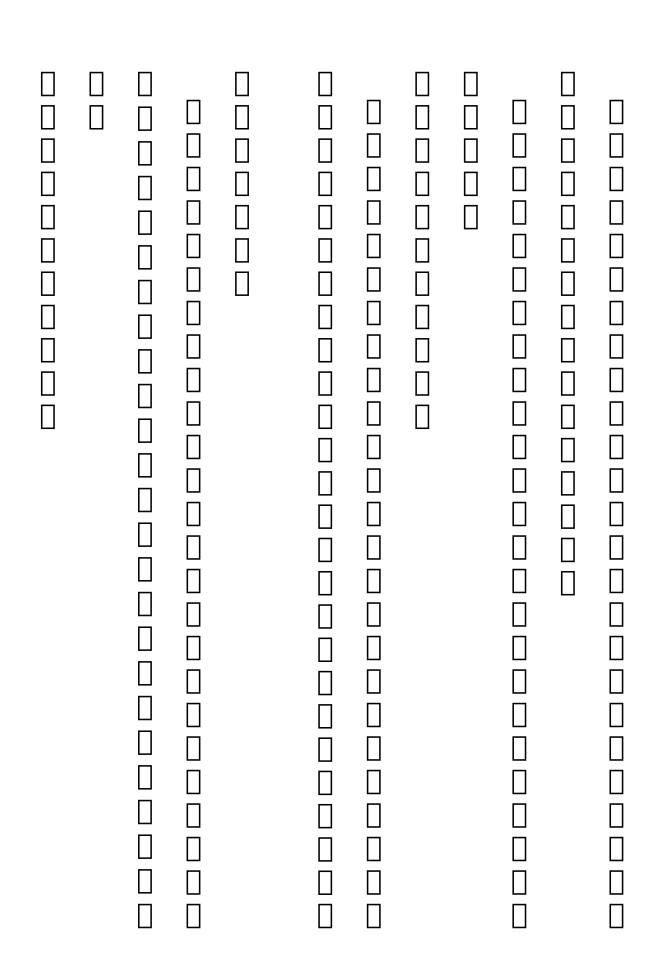


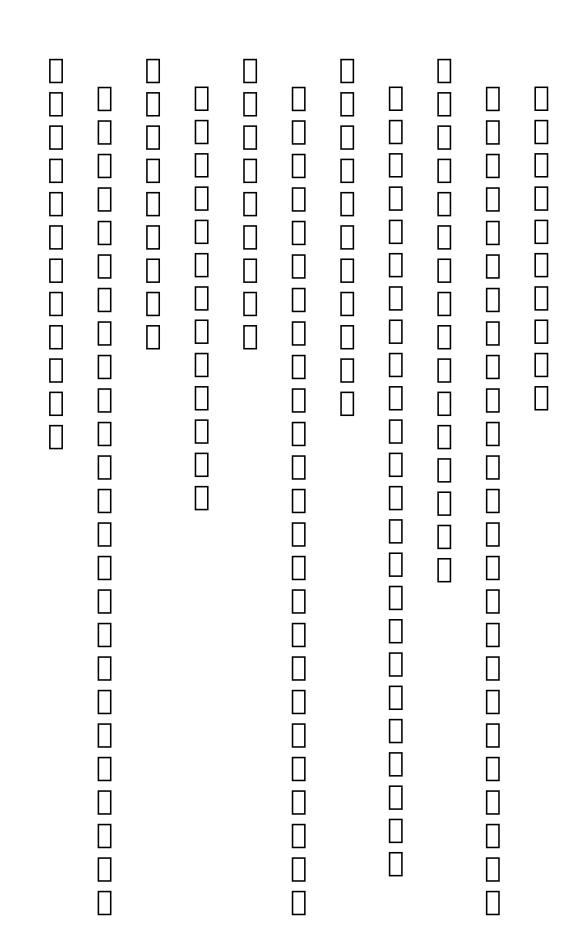




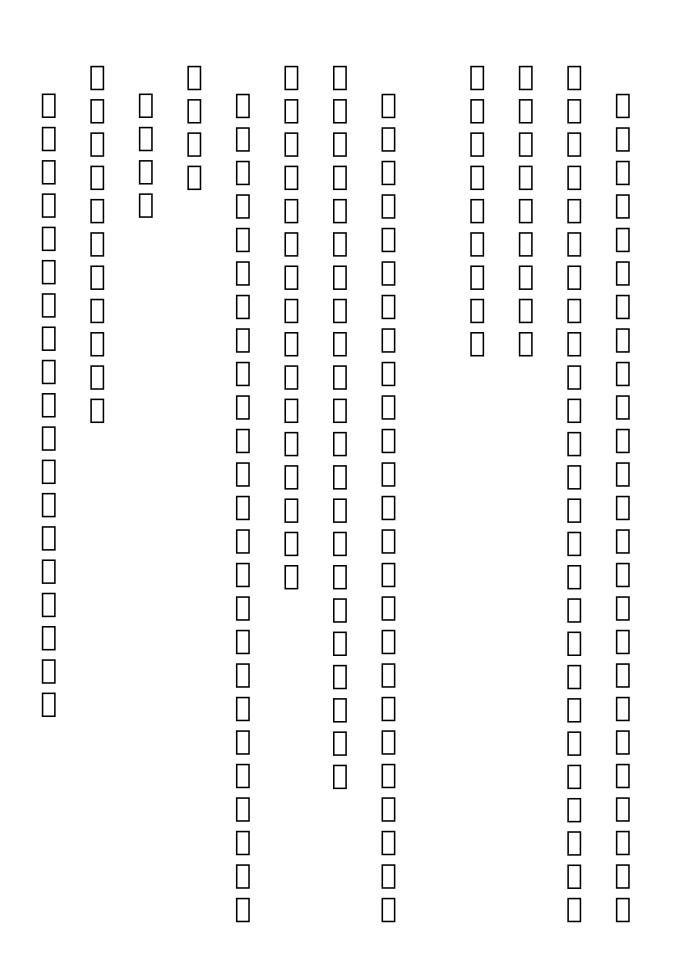
		_				



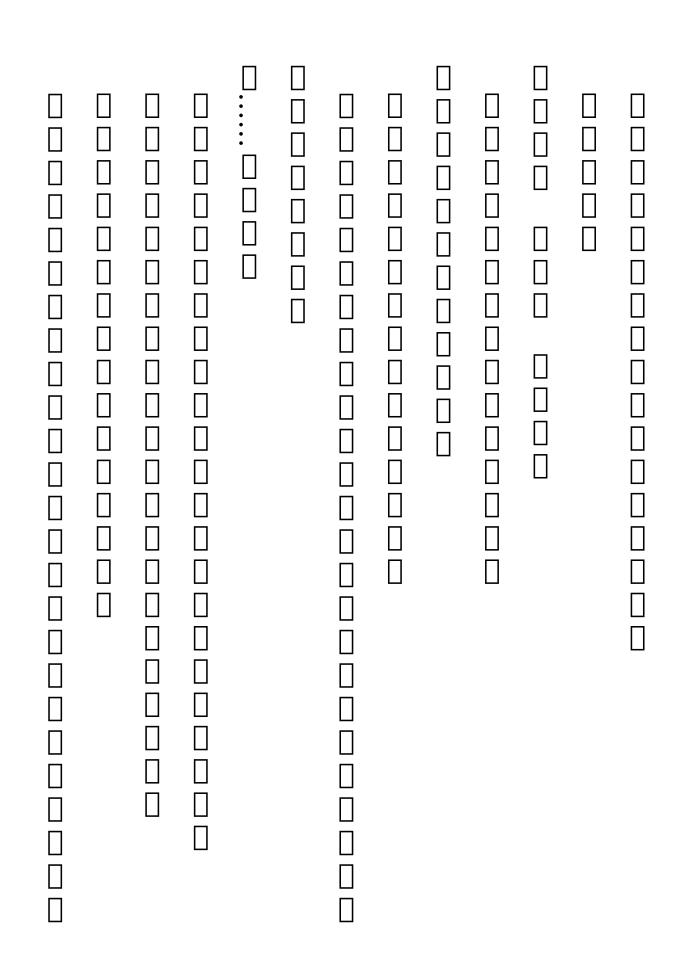


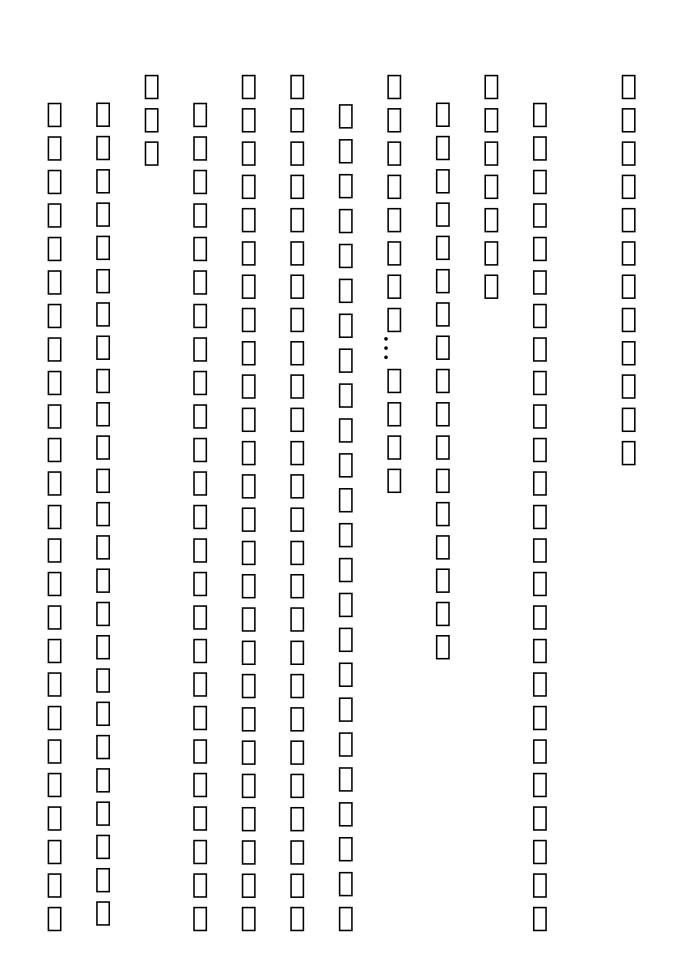


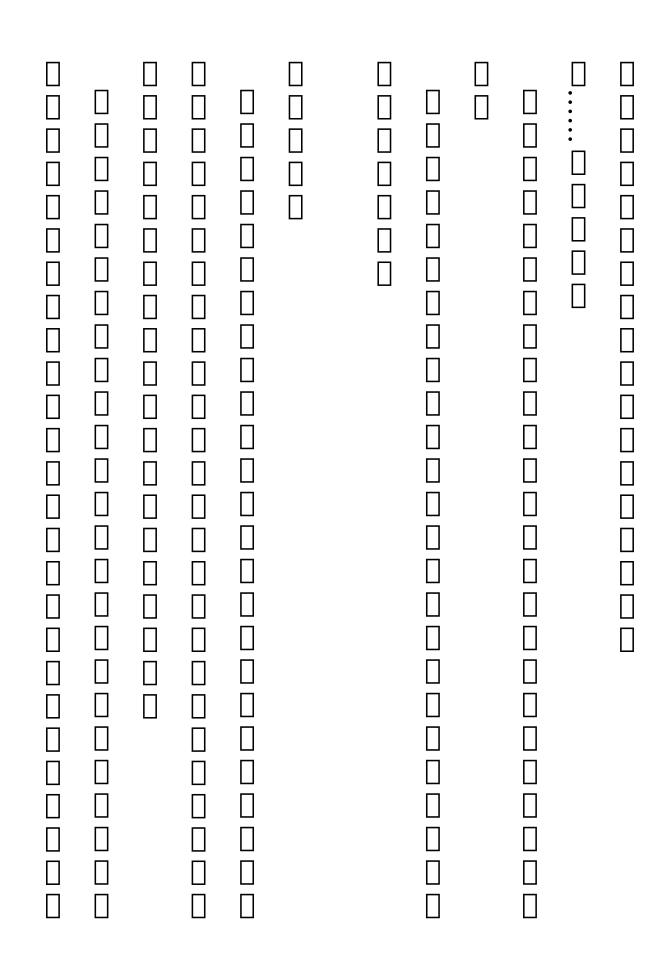
|--|--|--|--|--|--|--|--|--|--|--|--|

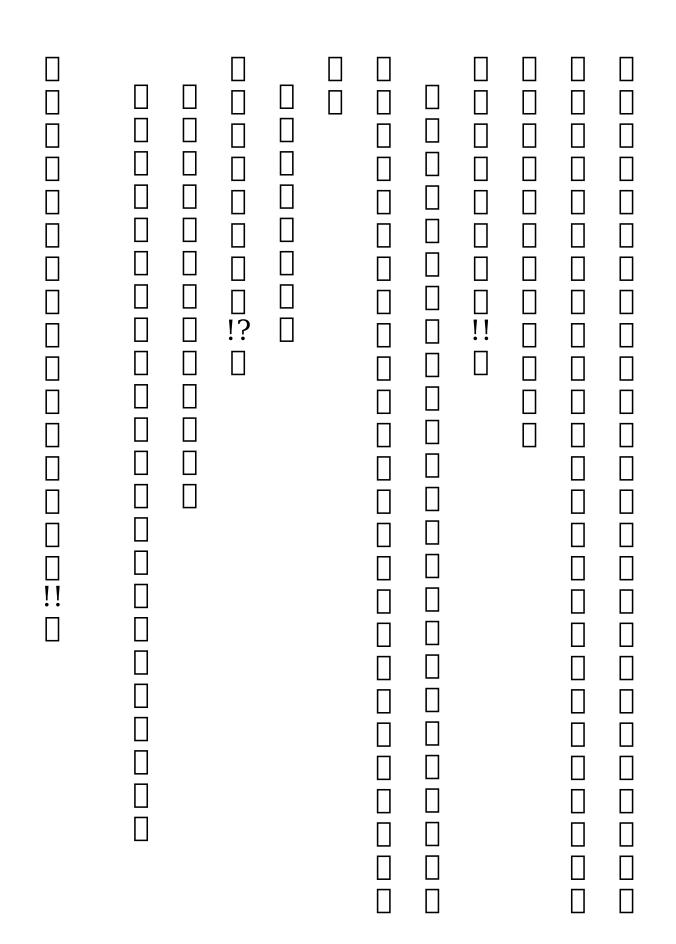


|--|--|--|--|--|--|--|--|--|--|--|--|--|

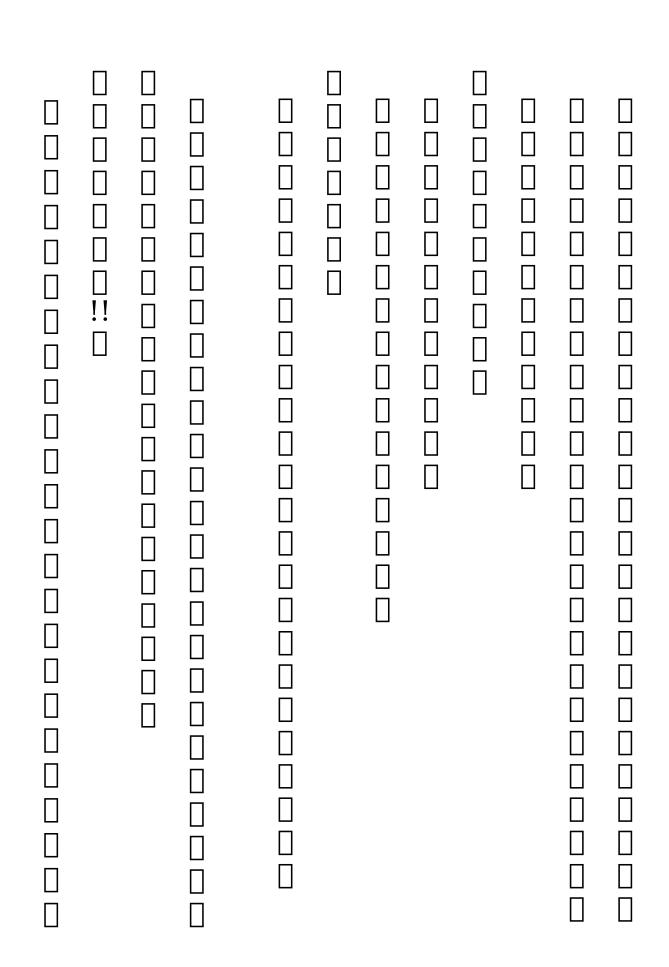


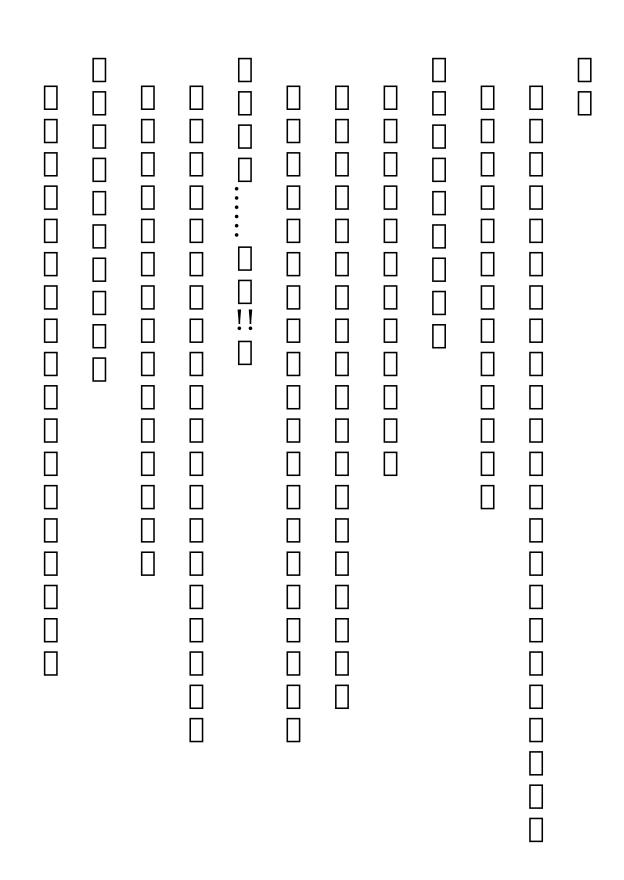


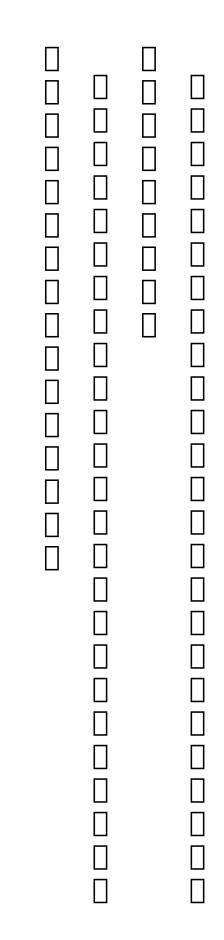




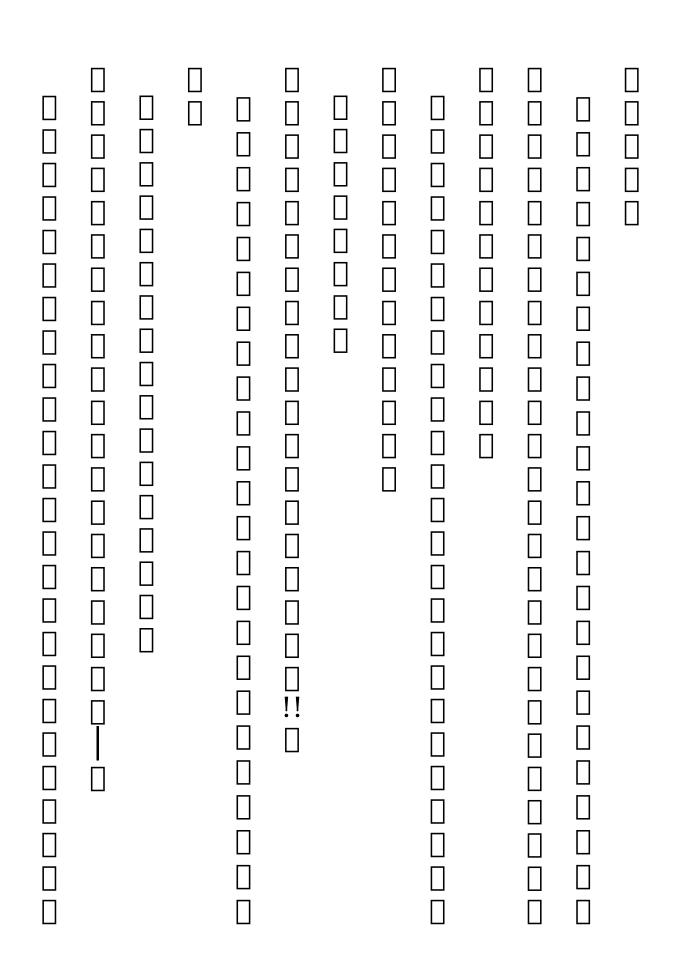
|--|--|--|--|--|--|--|--|--|--|--|--|--|

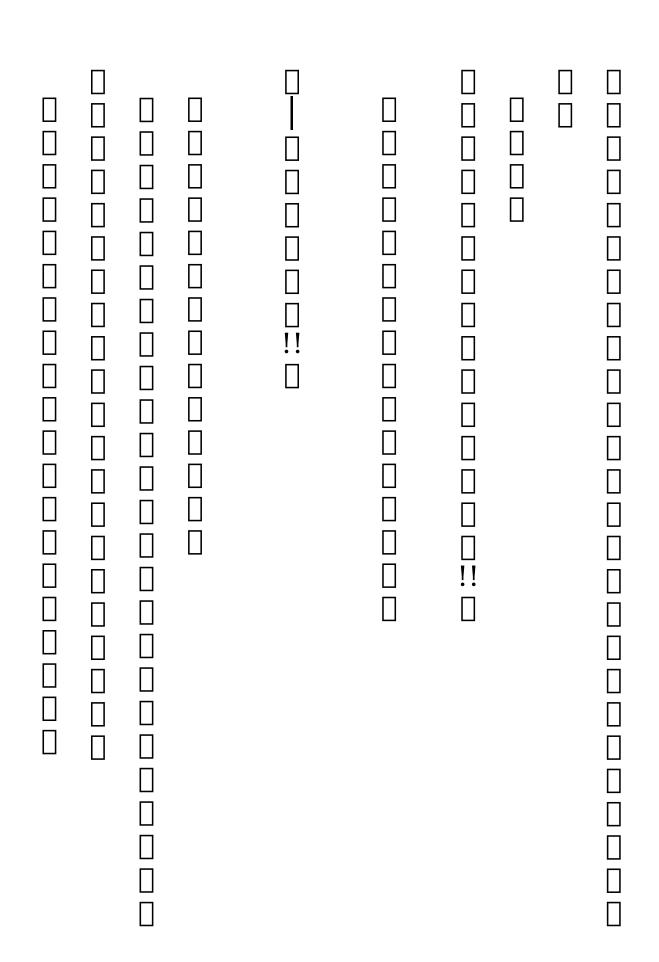


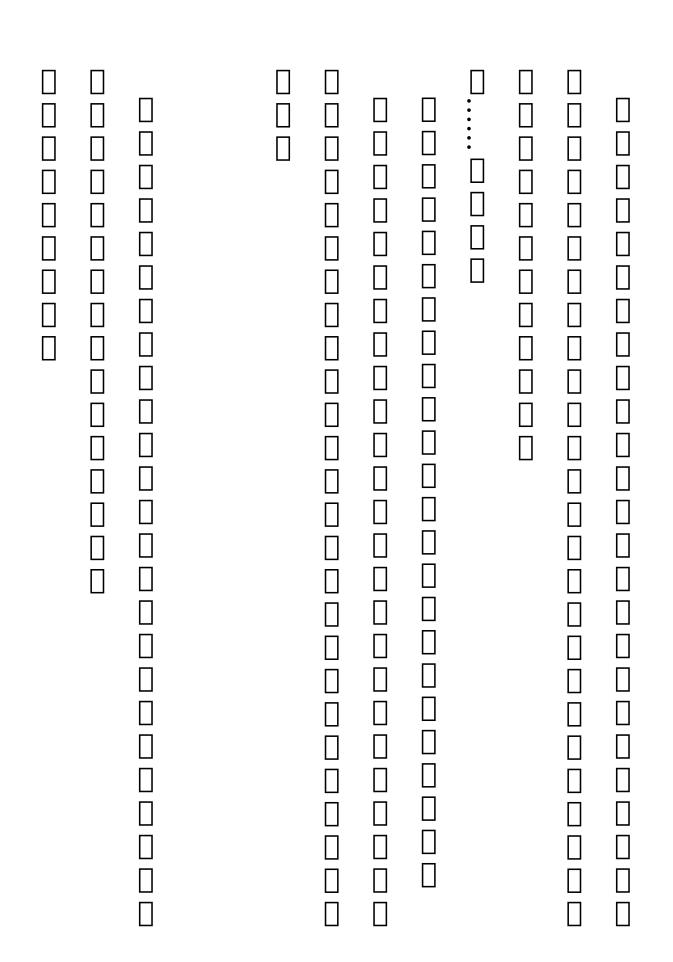


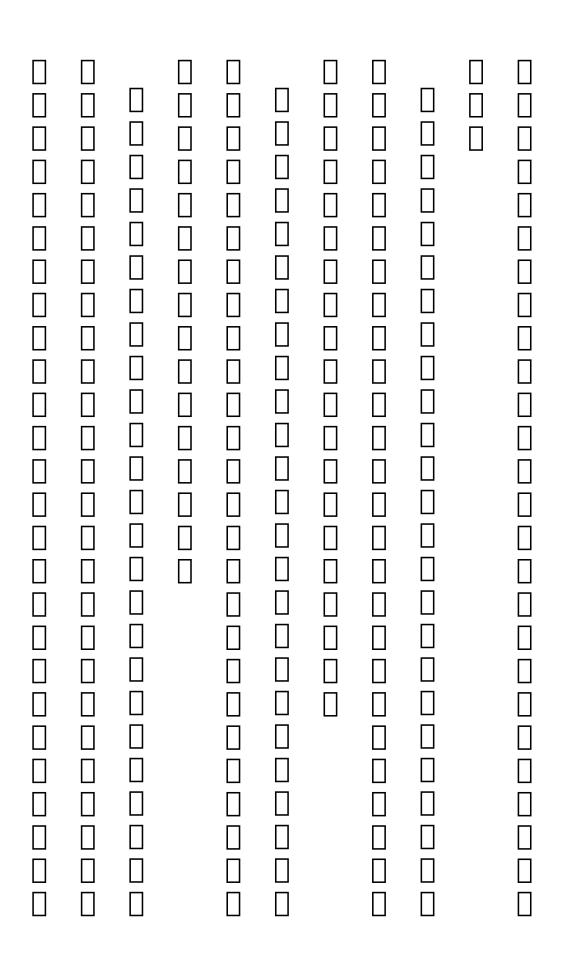


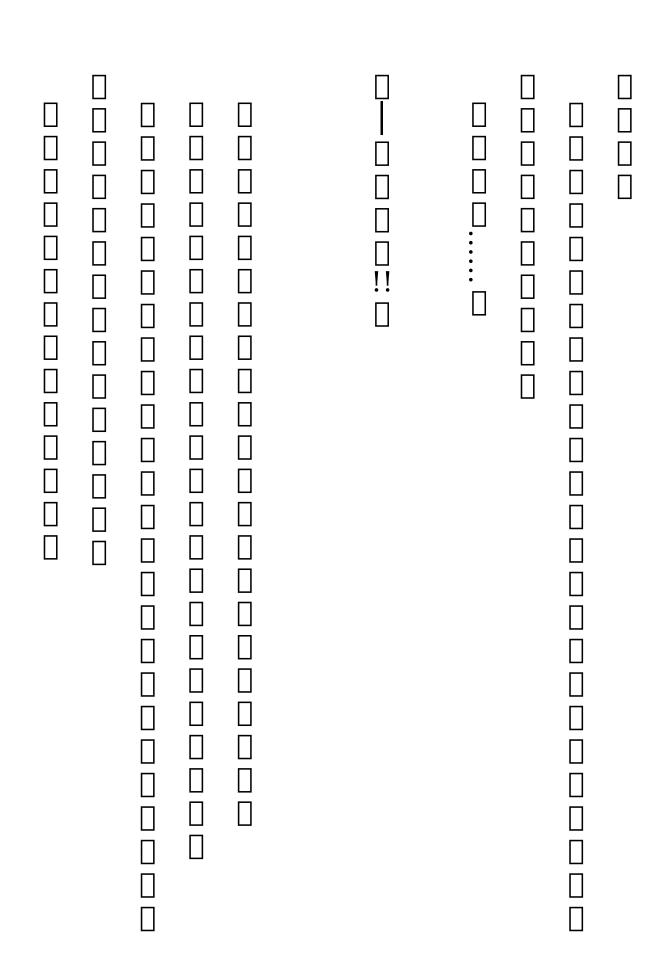


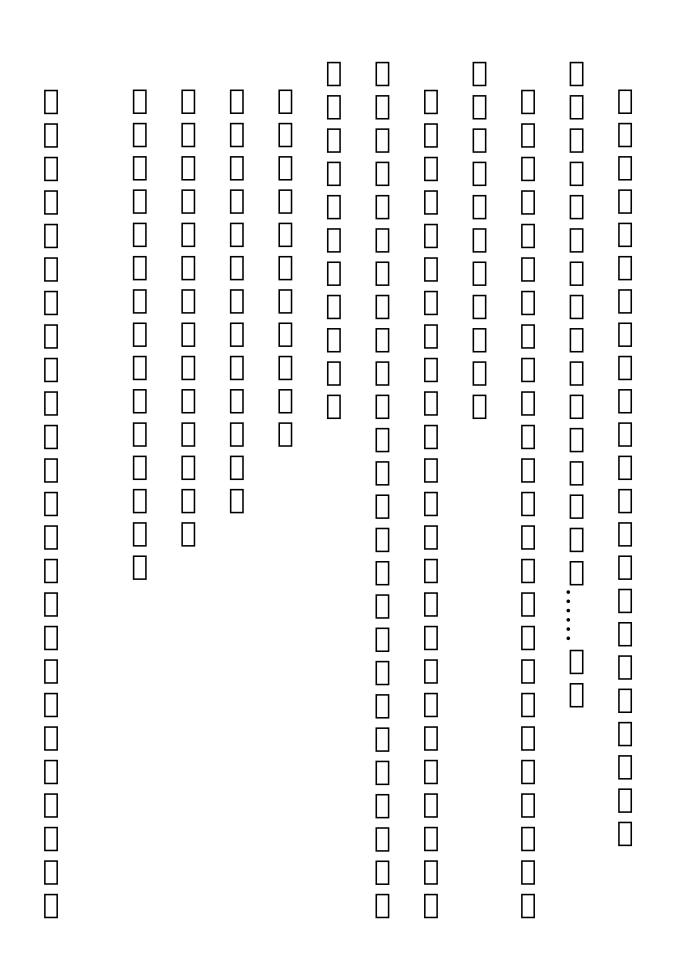


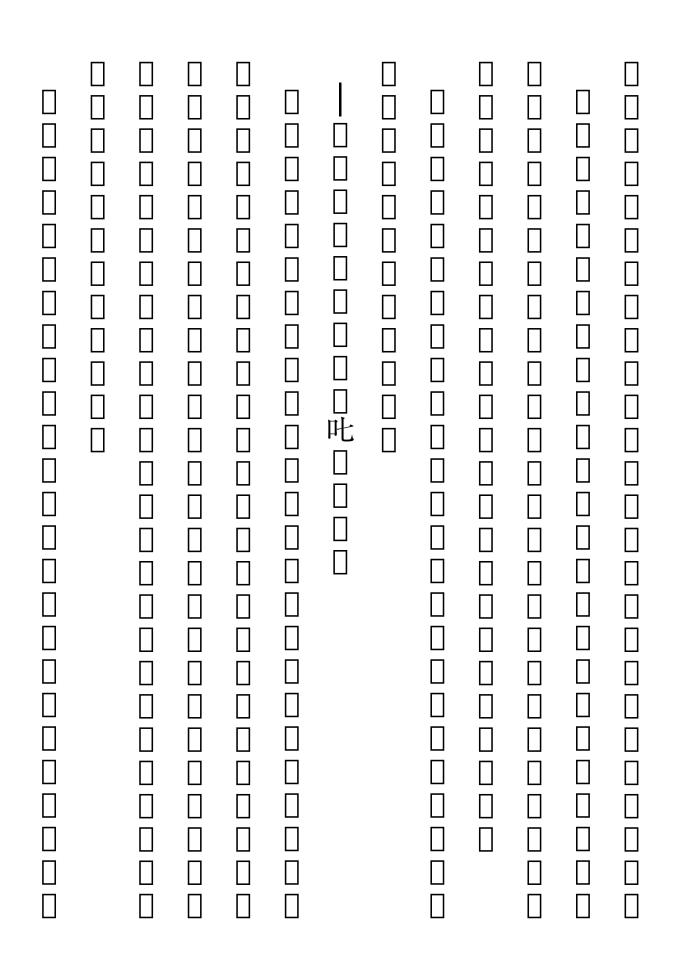


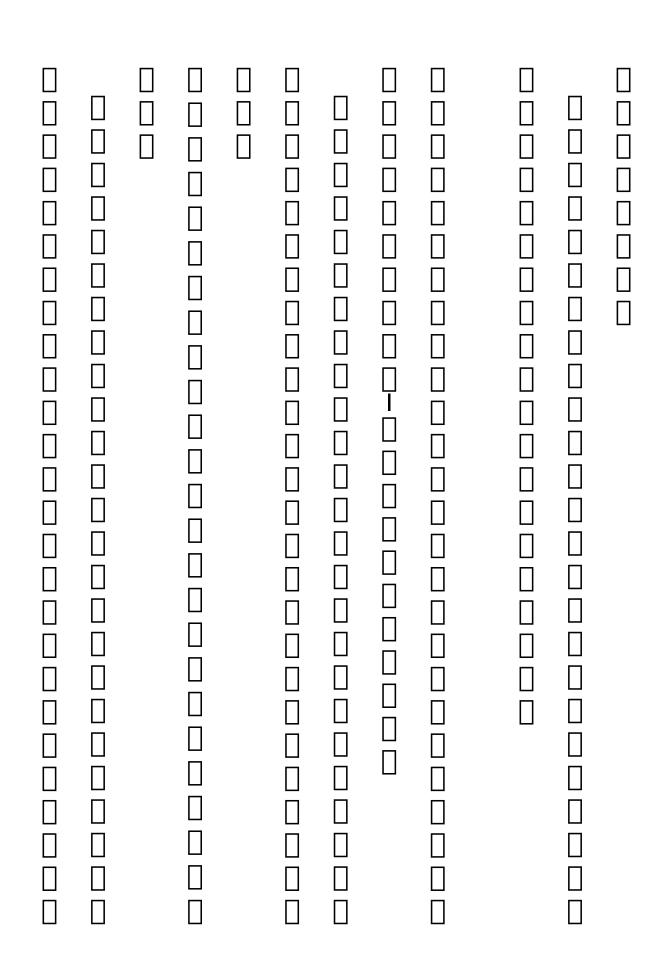


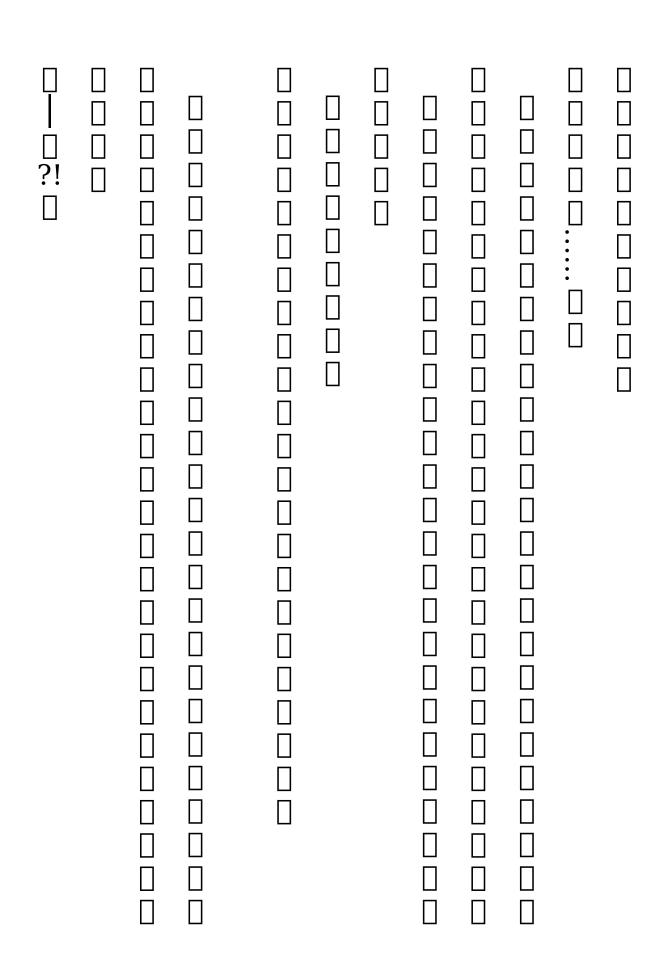




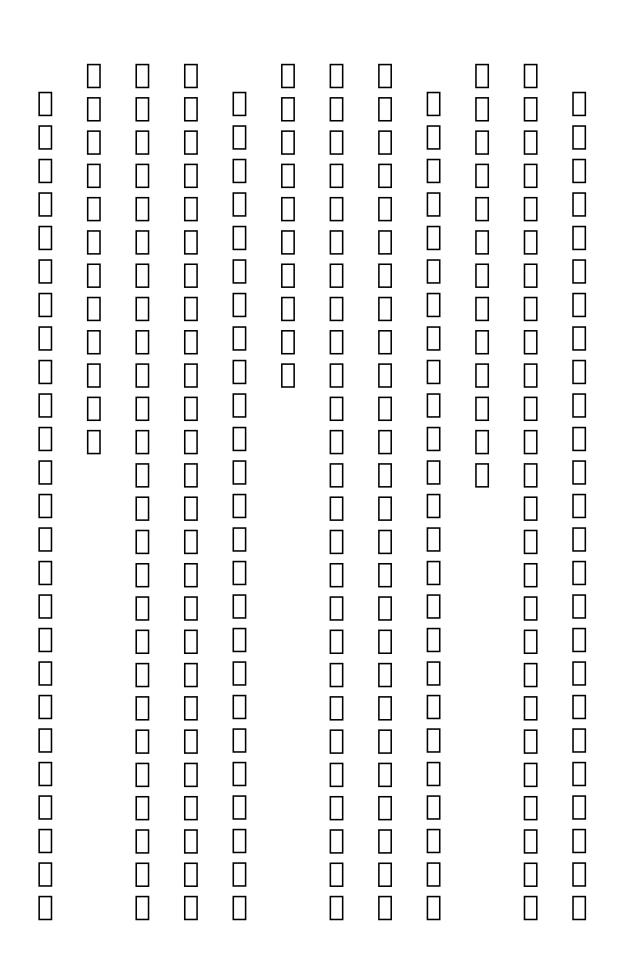


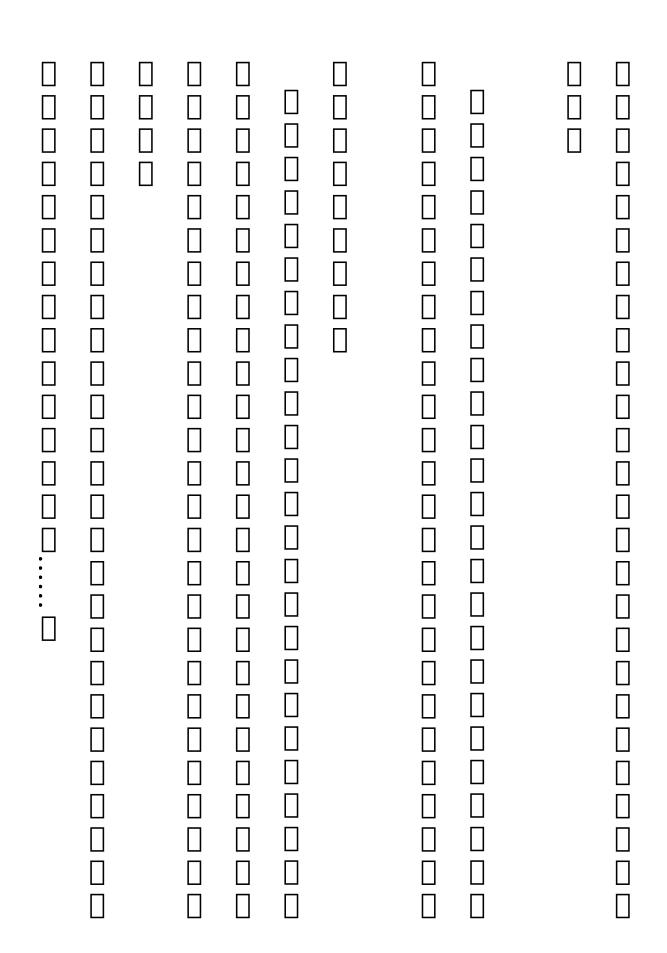


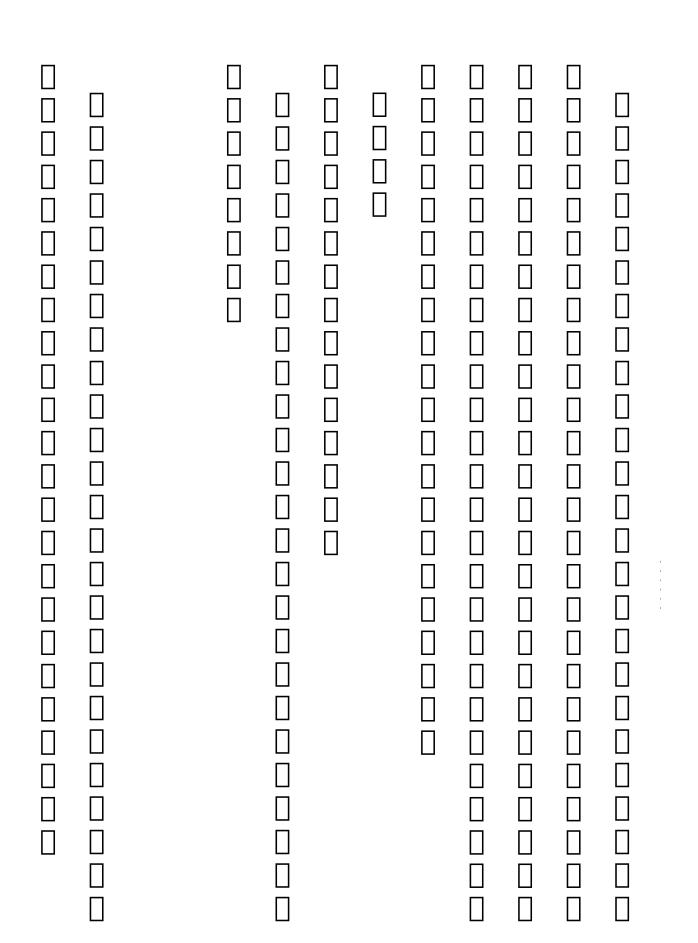


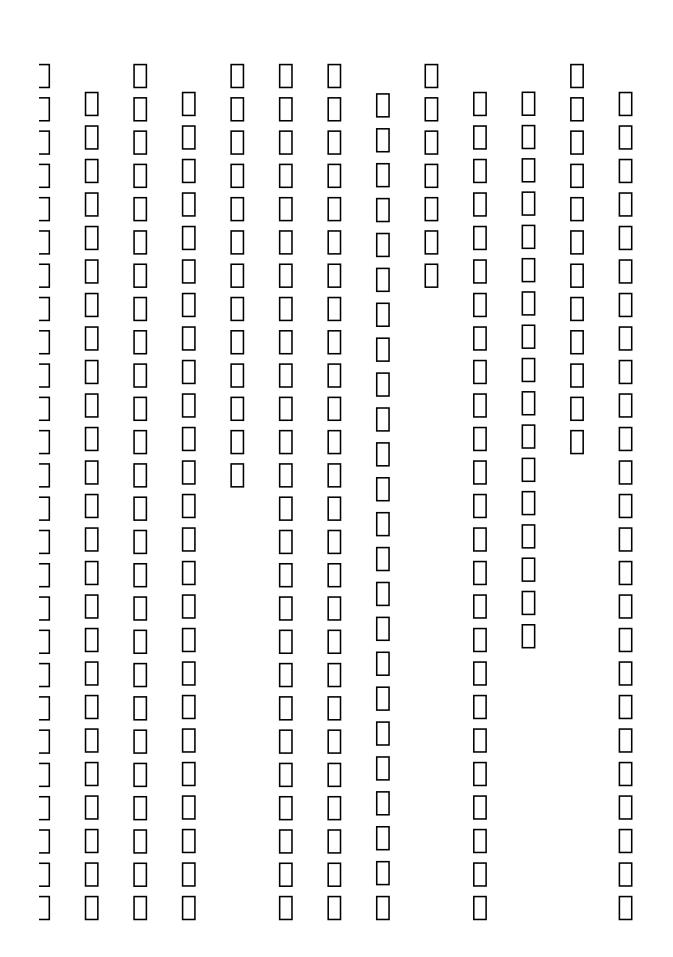


|--|--|--|--|--|--|--|--|--|--|--|--|--|



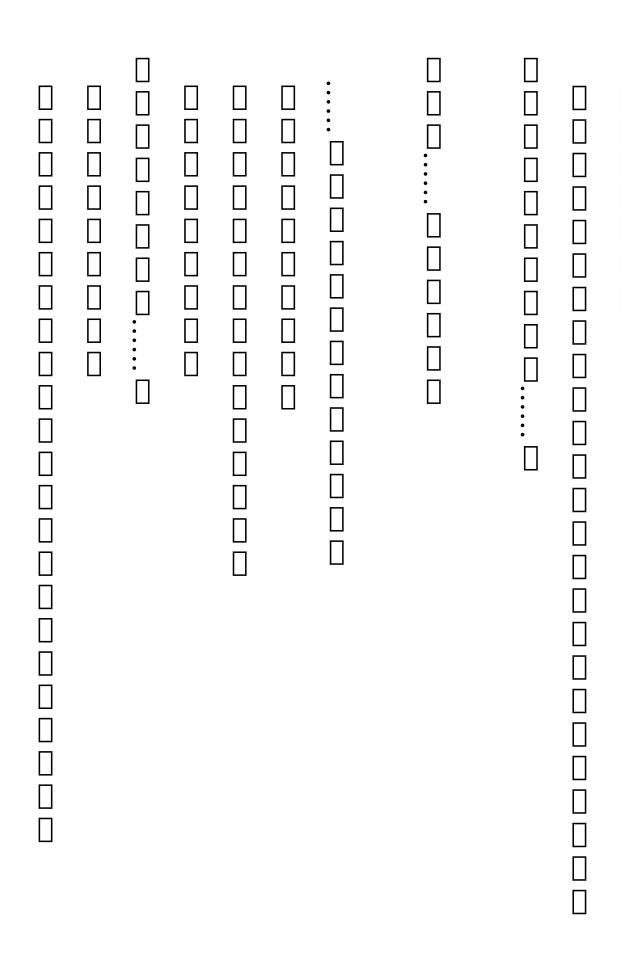


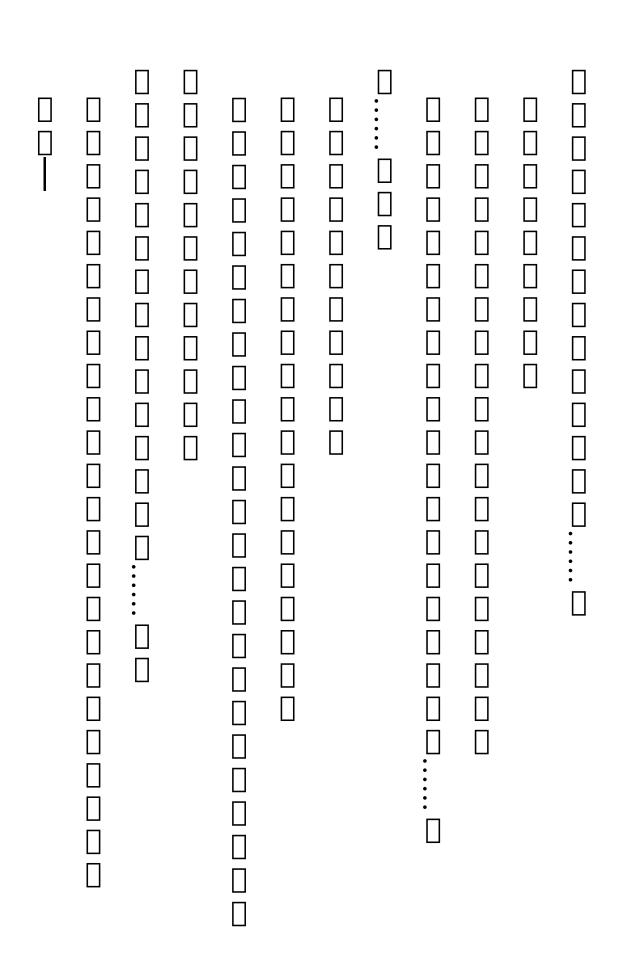


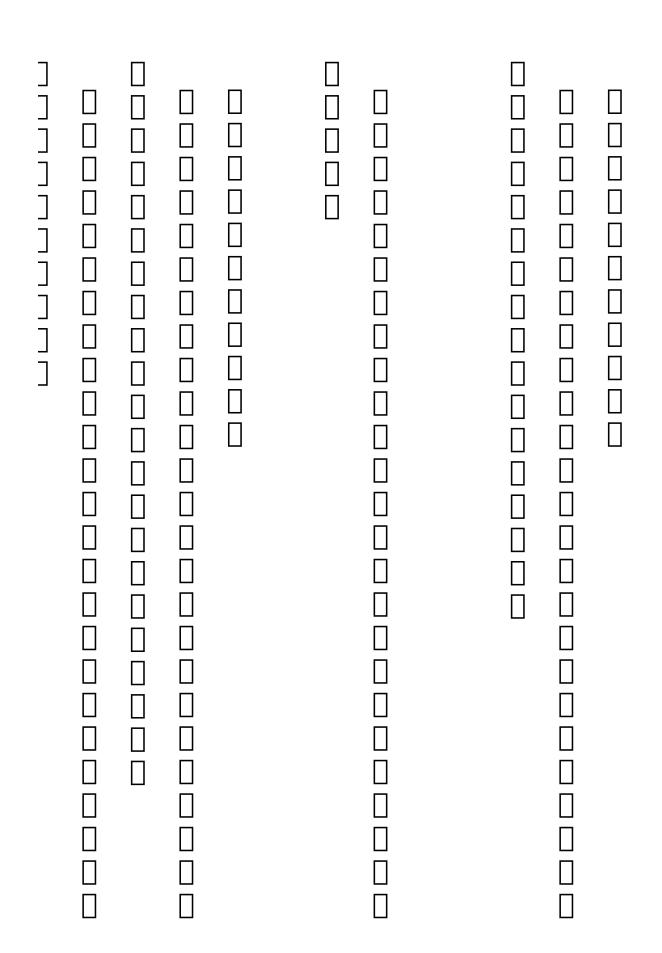


						] ] ] ] ]

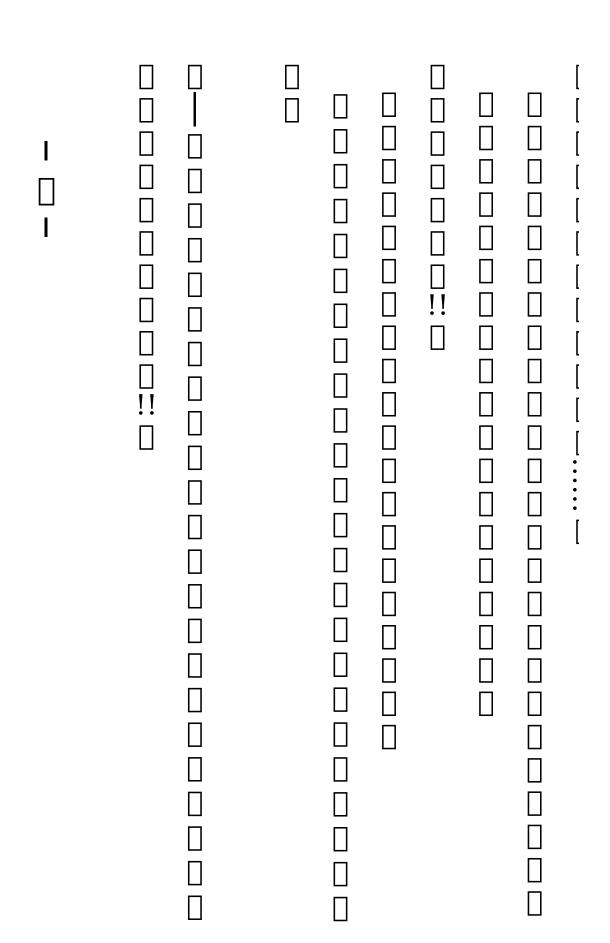
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

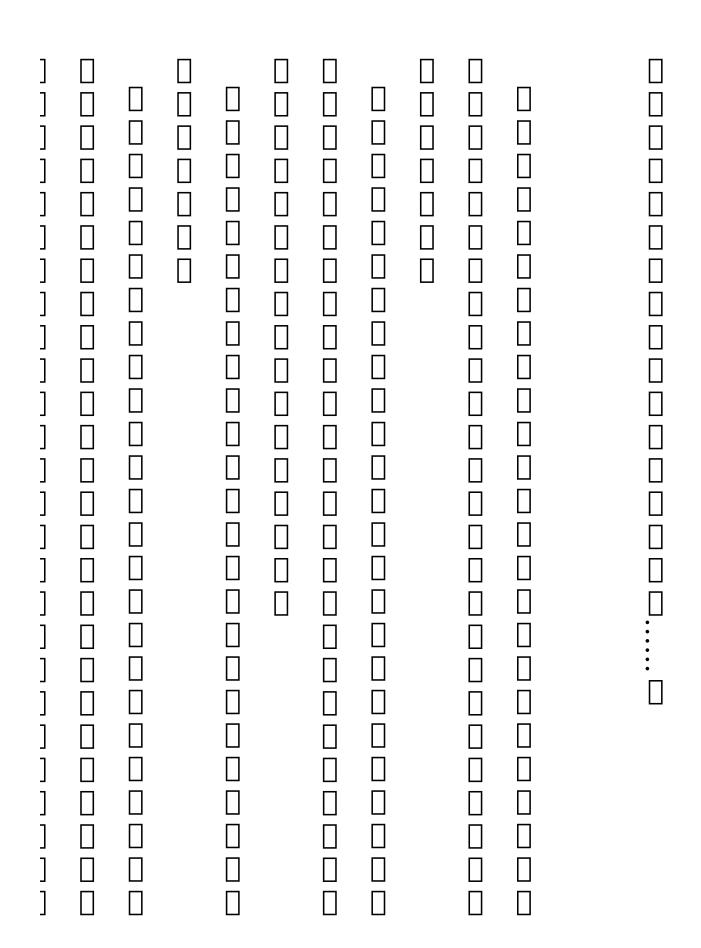


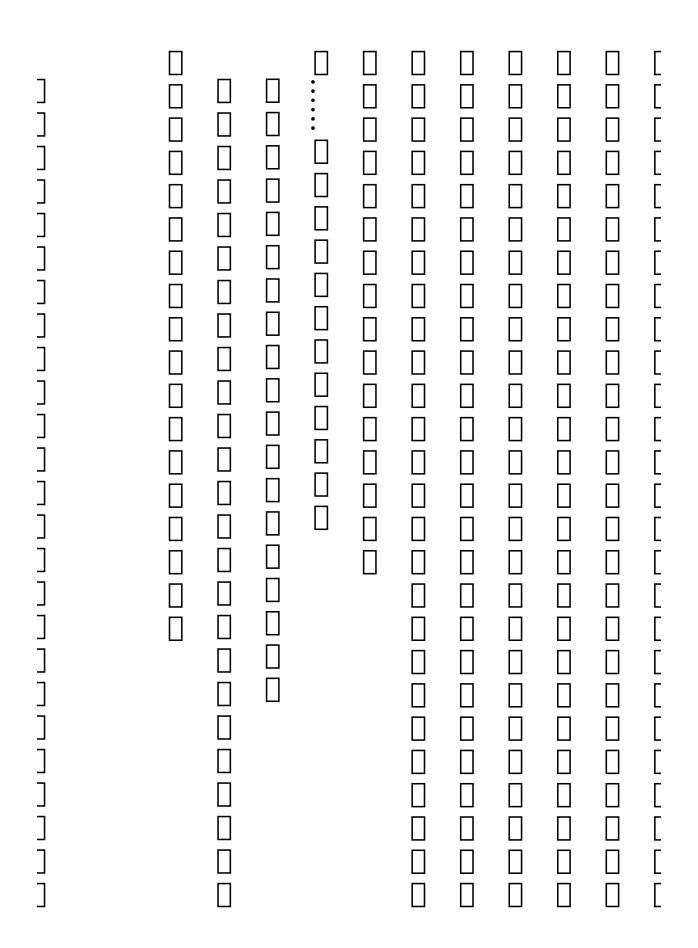




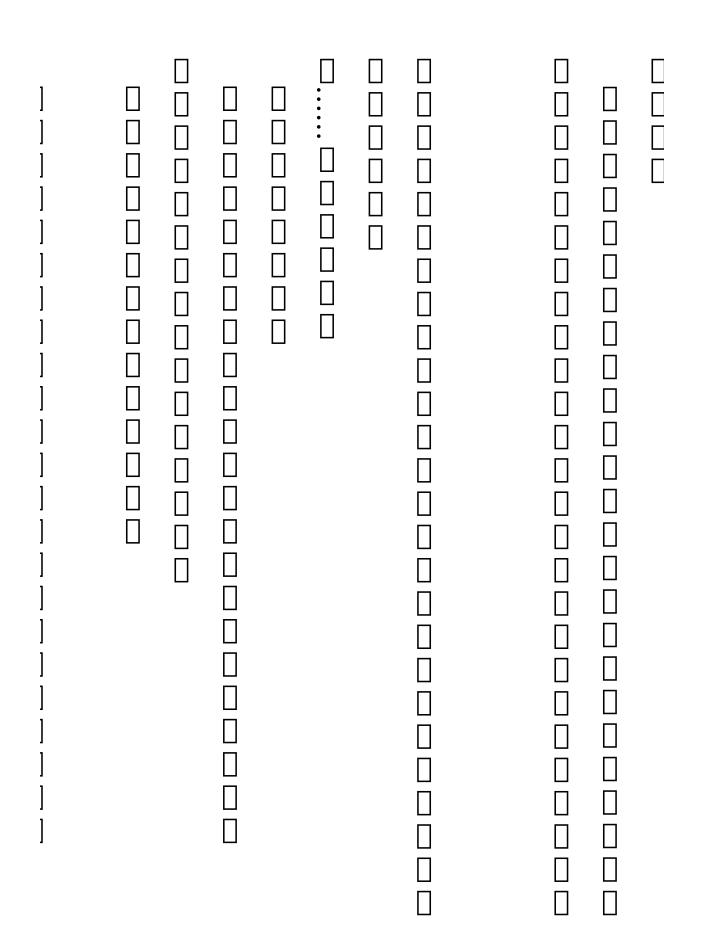
|--|--|--|

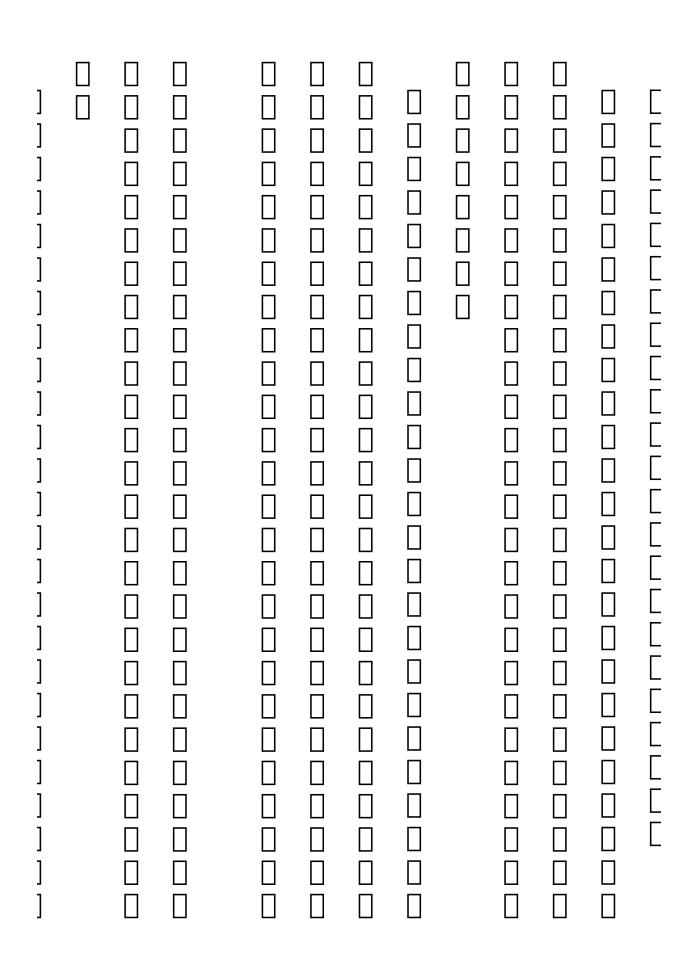


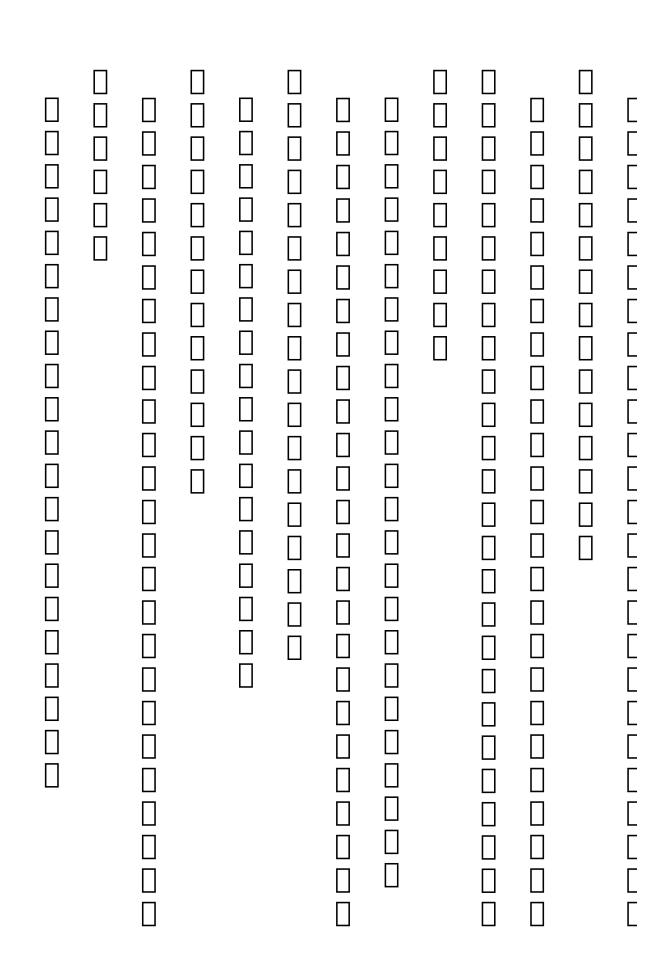


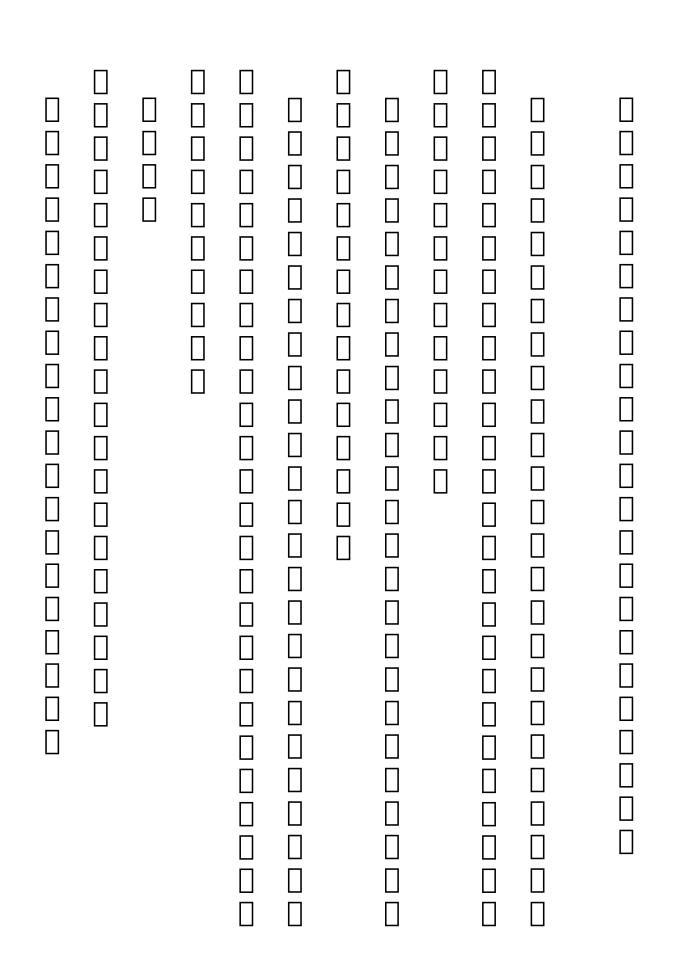


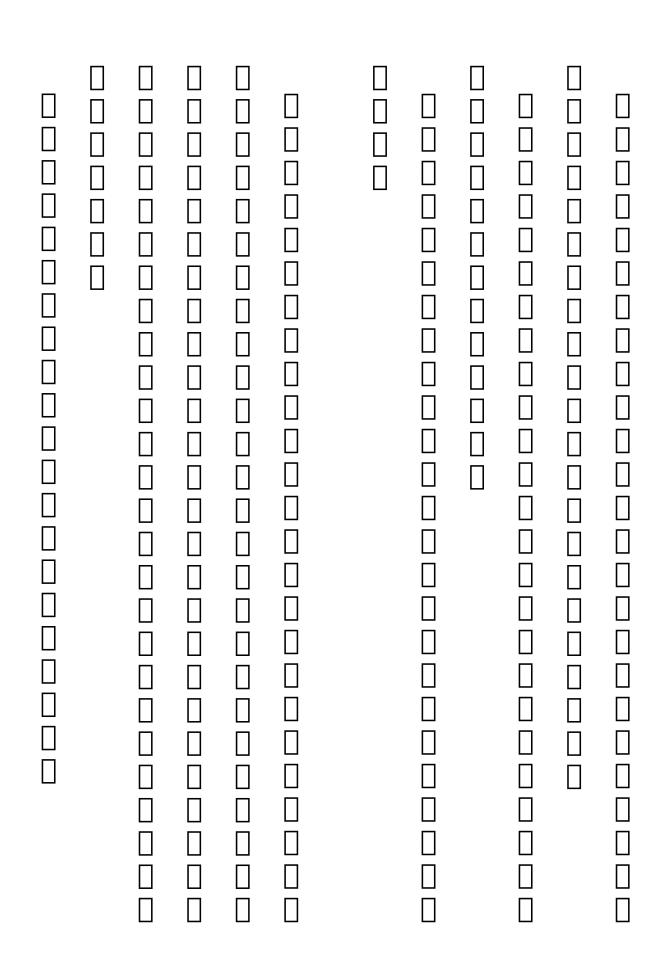
|--|--|



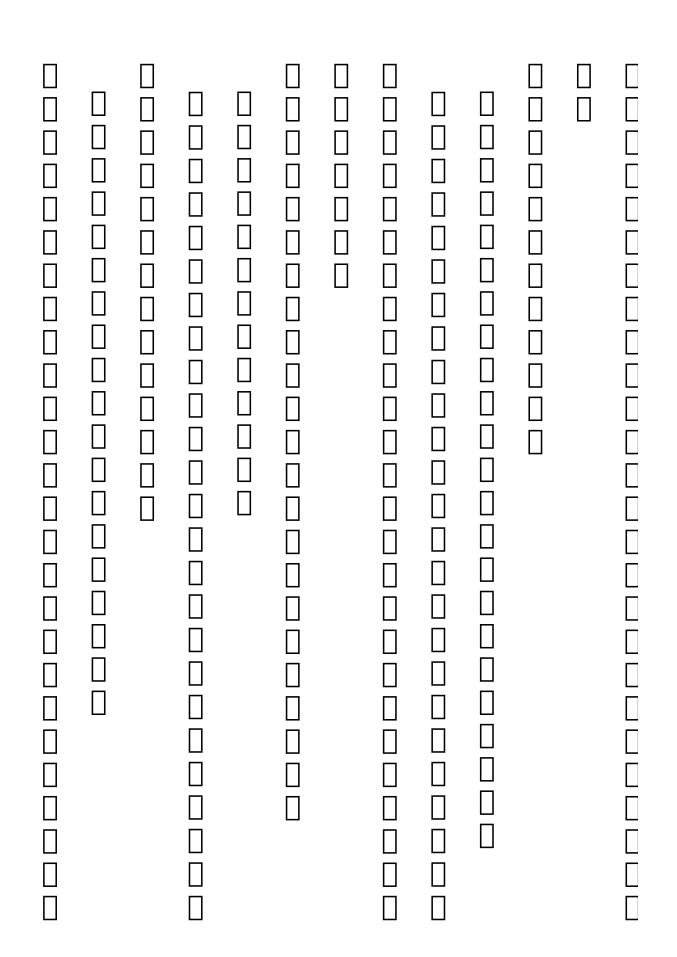


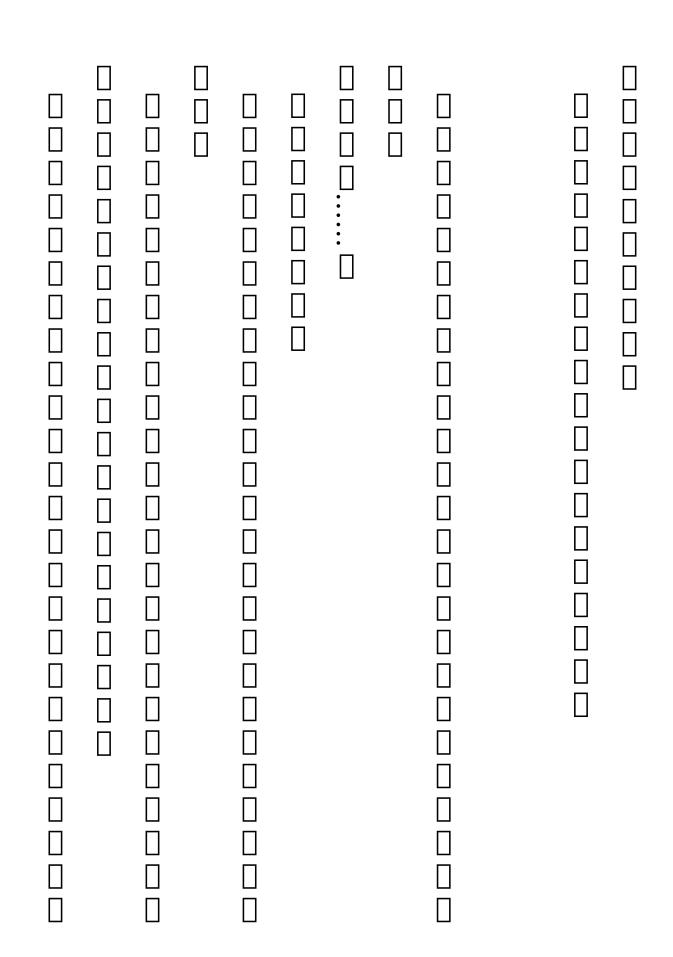


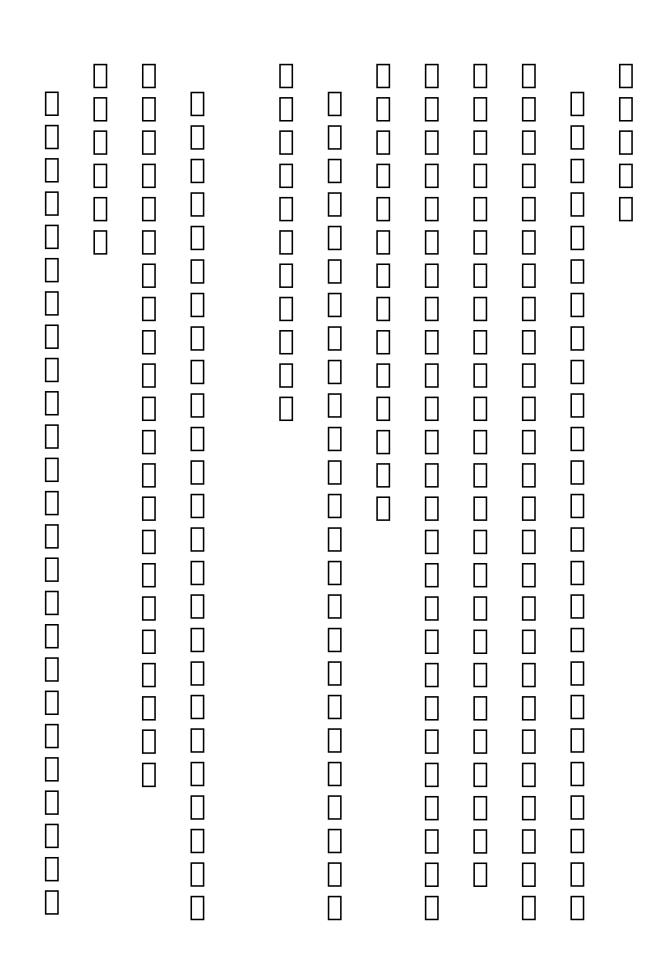


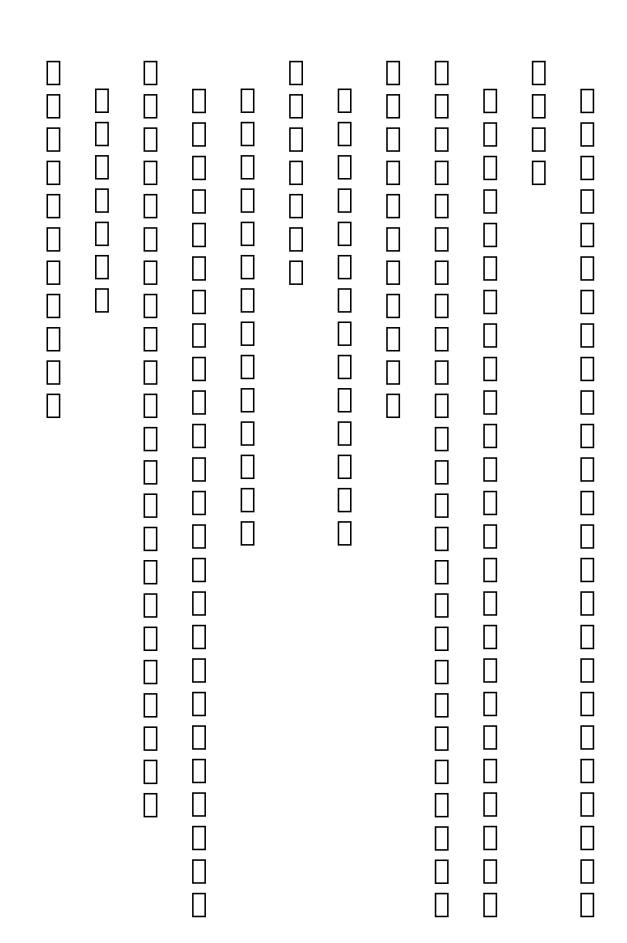


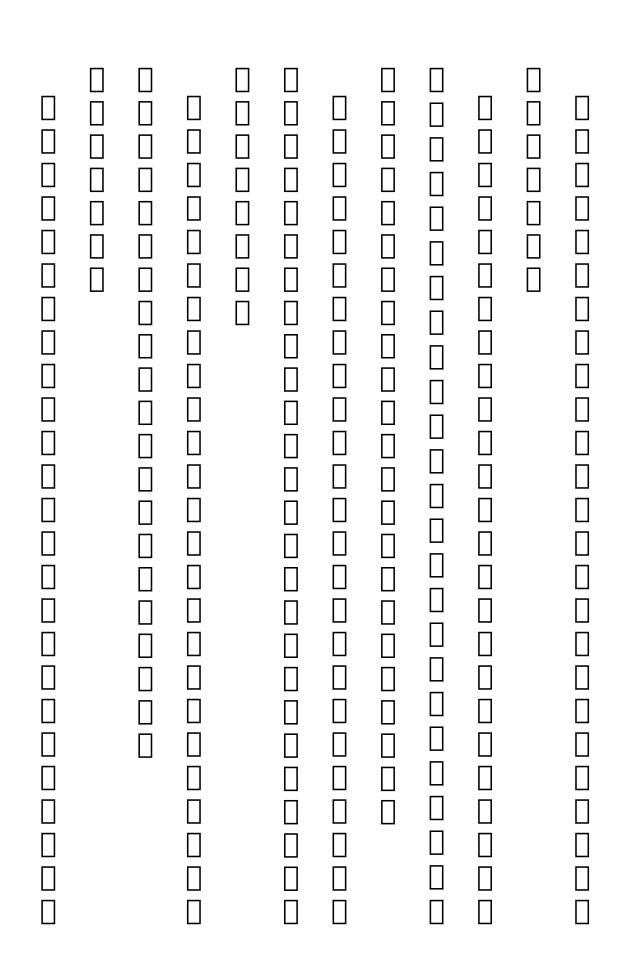
|--|

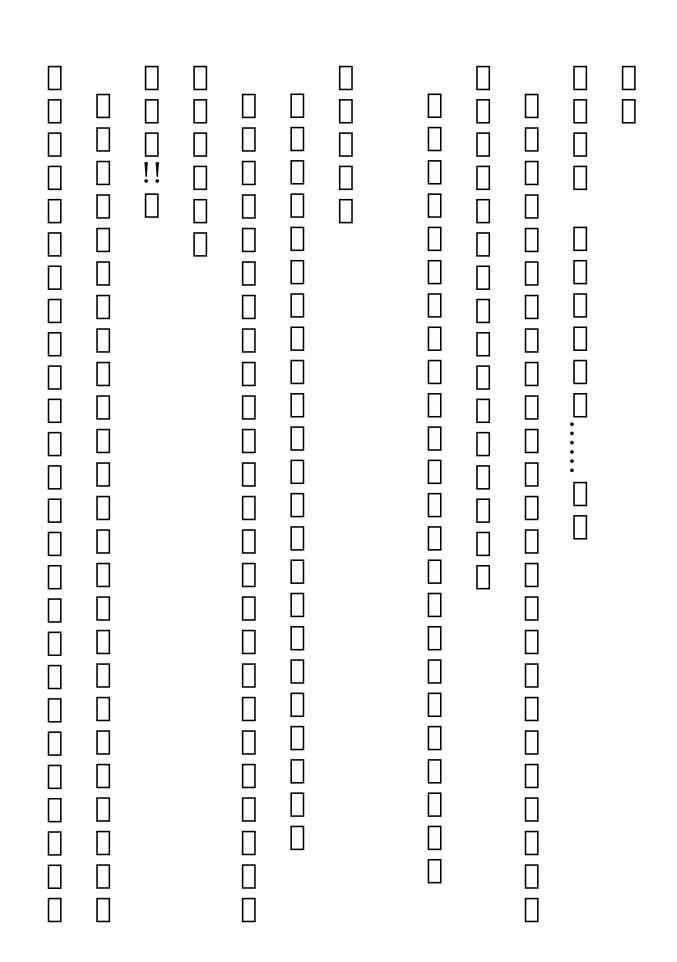


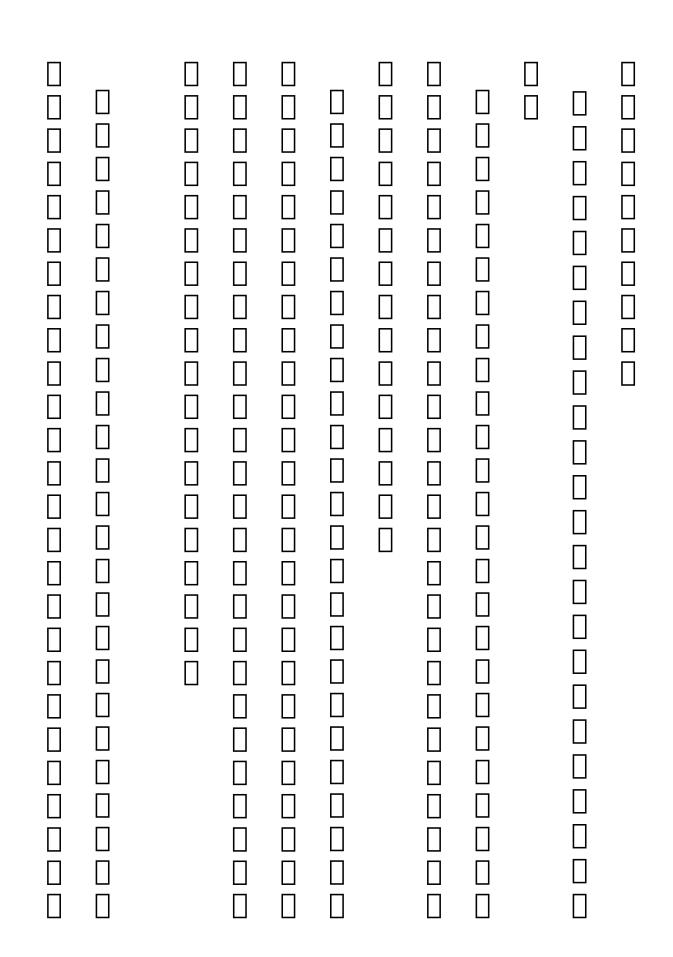


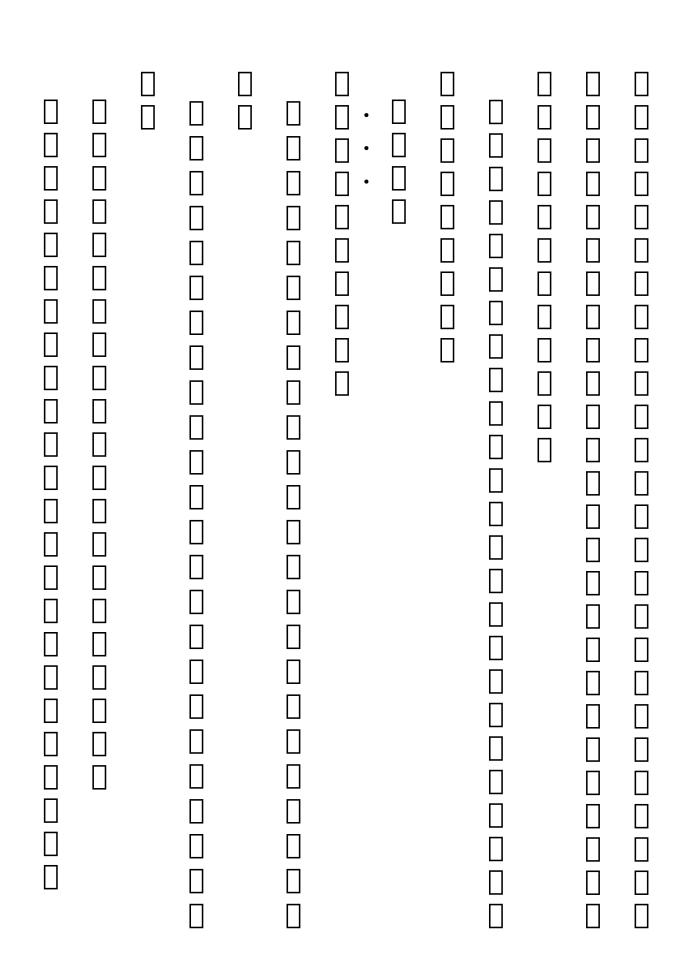


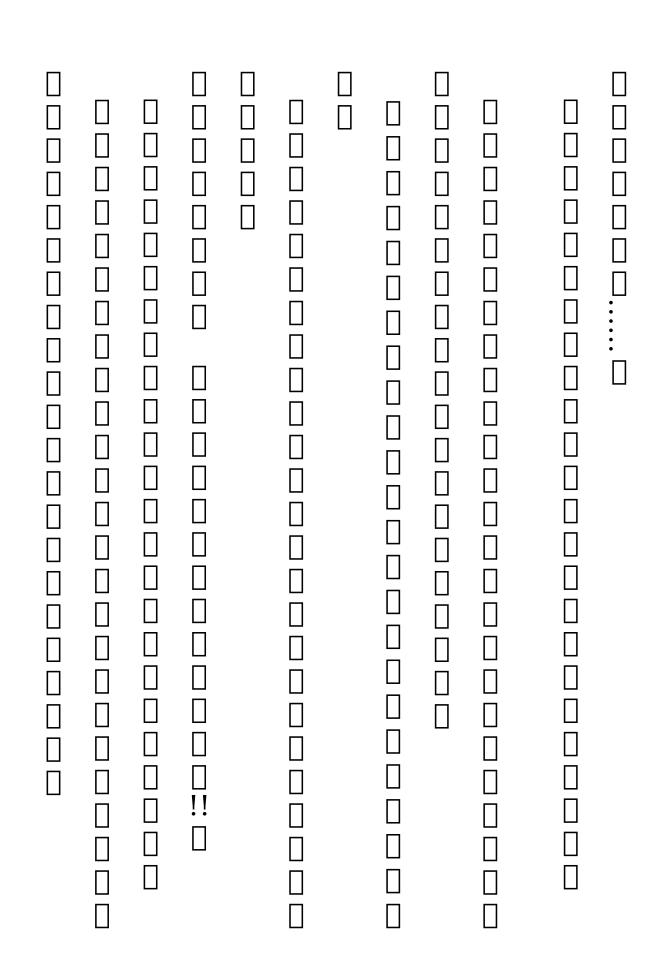


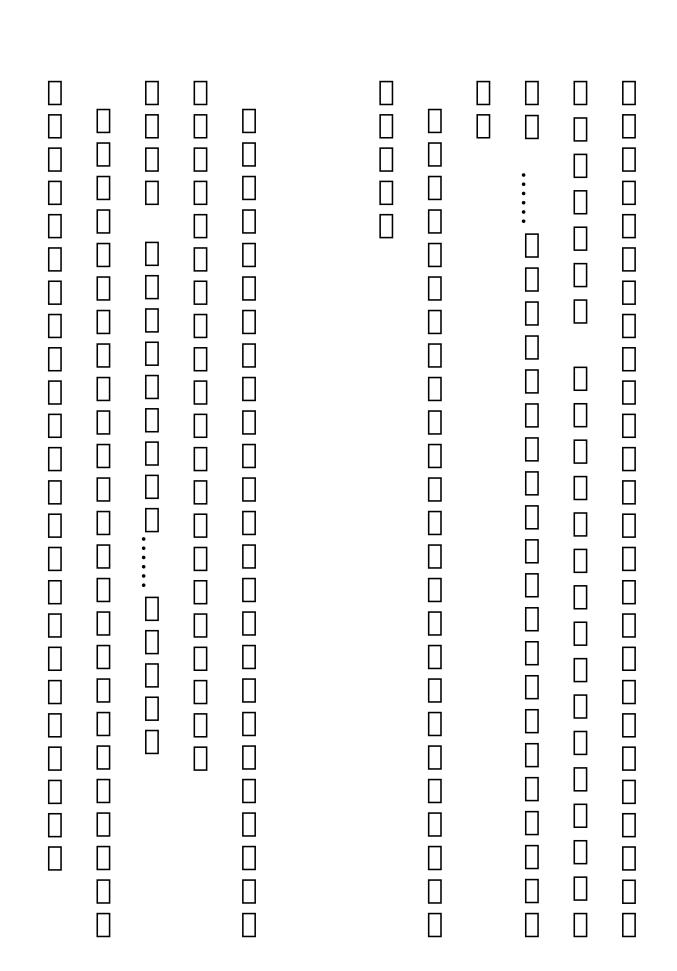


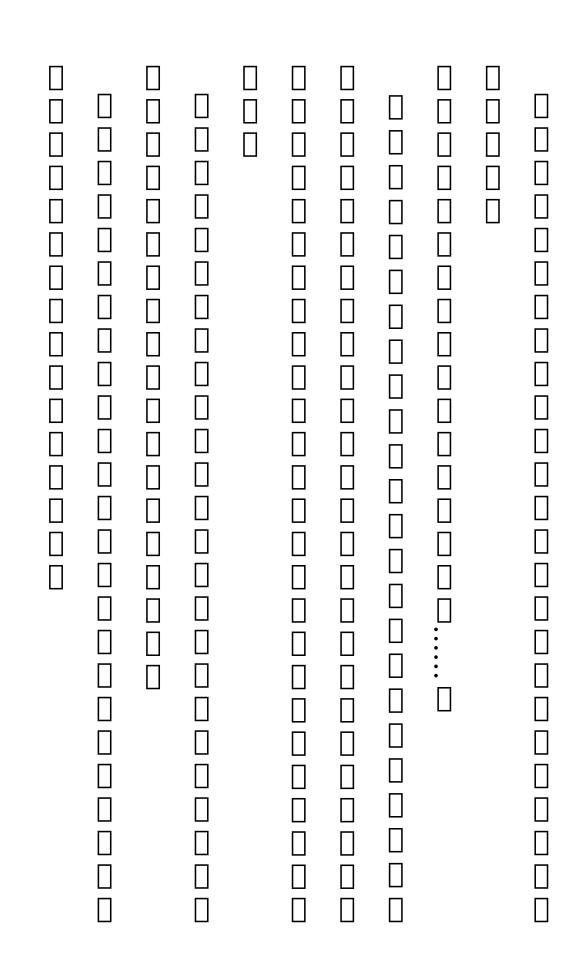


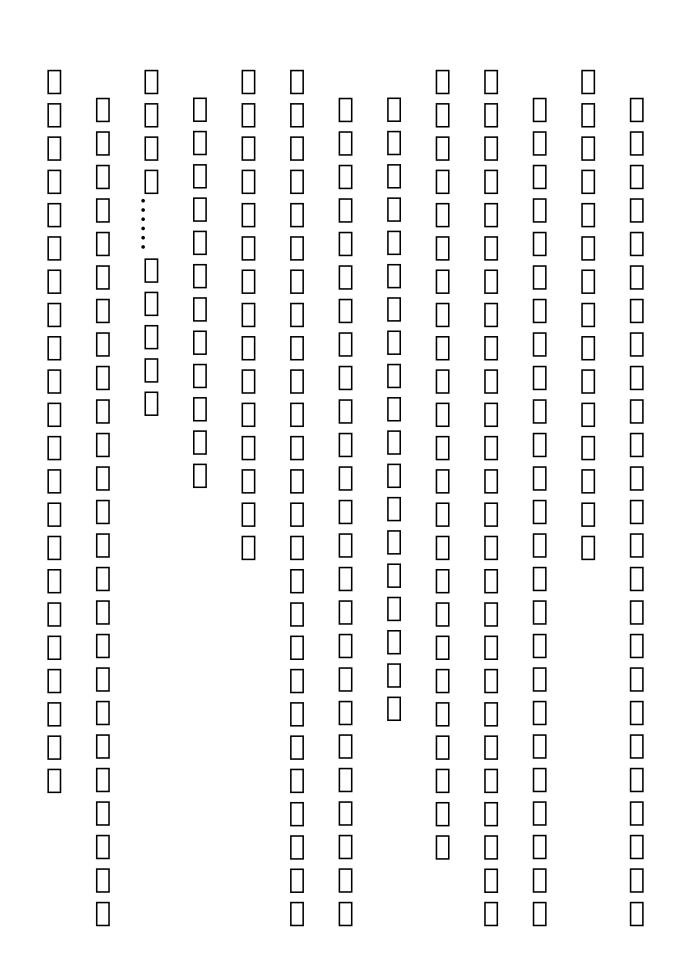


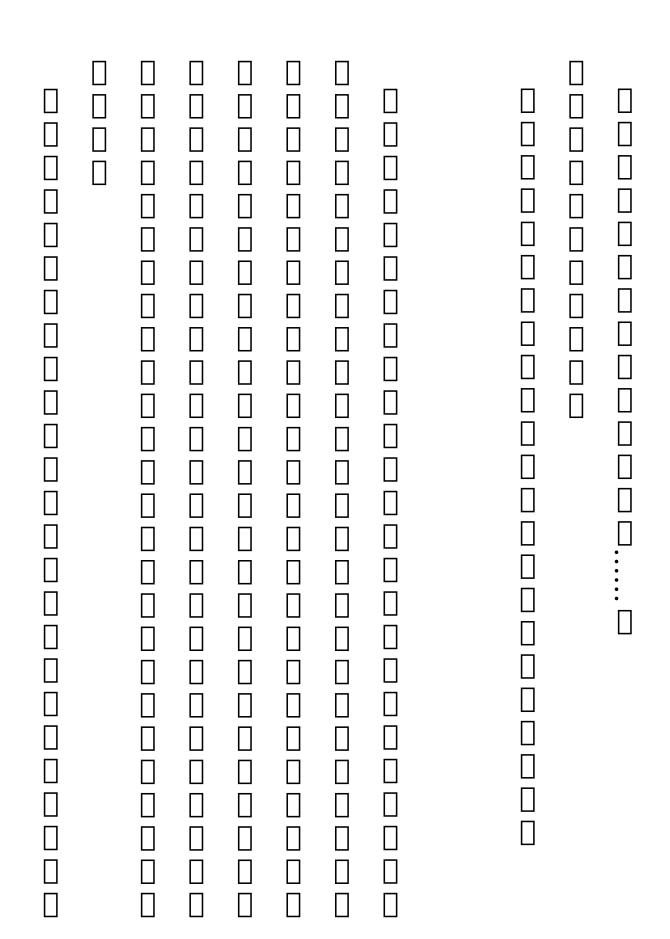


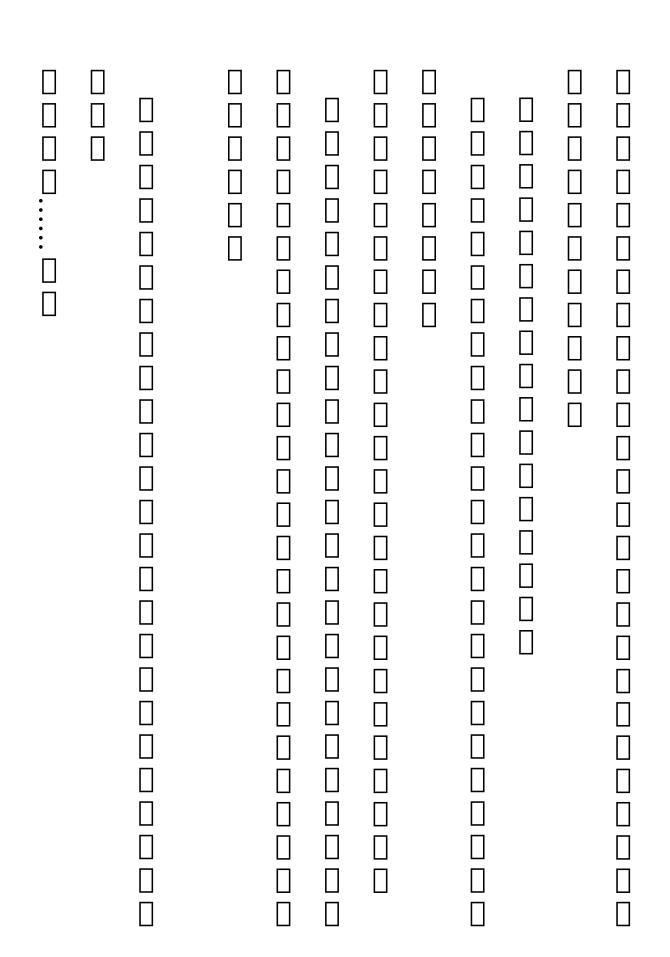




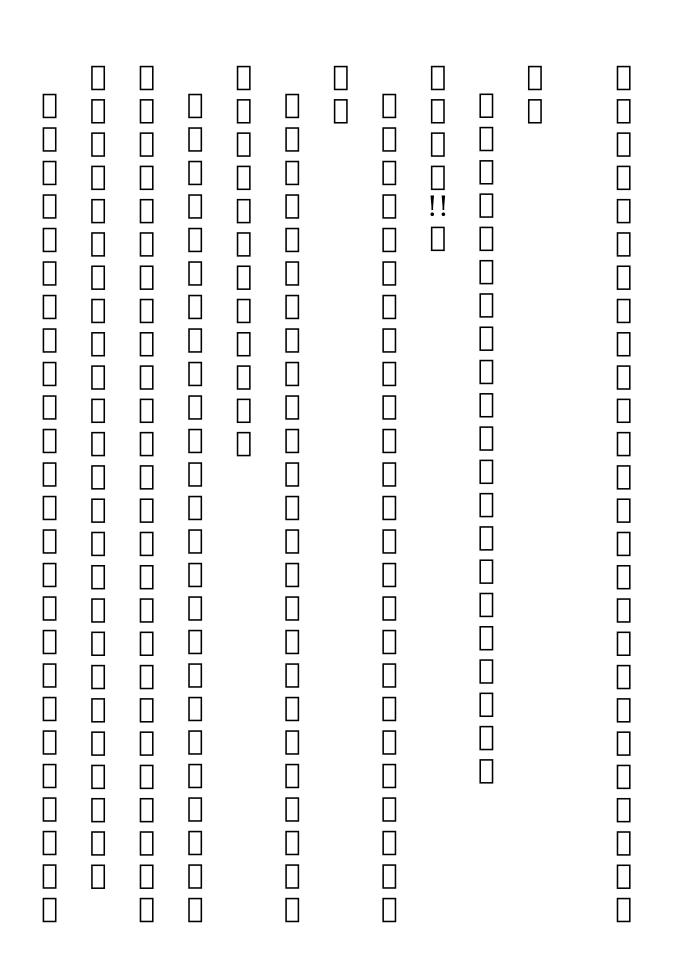


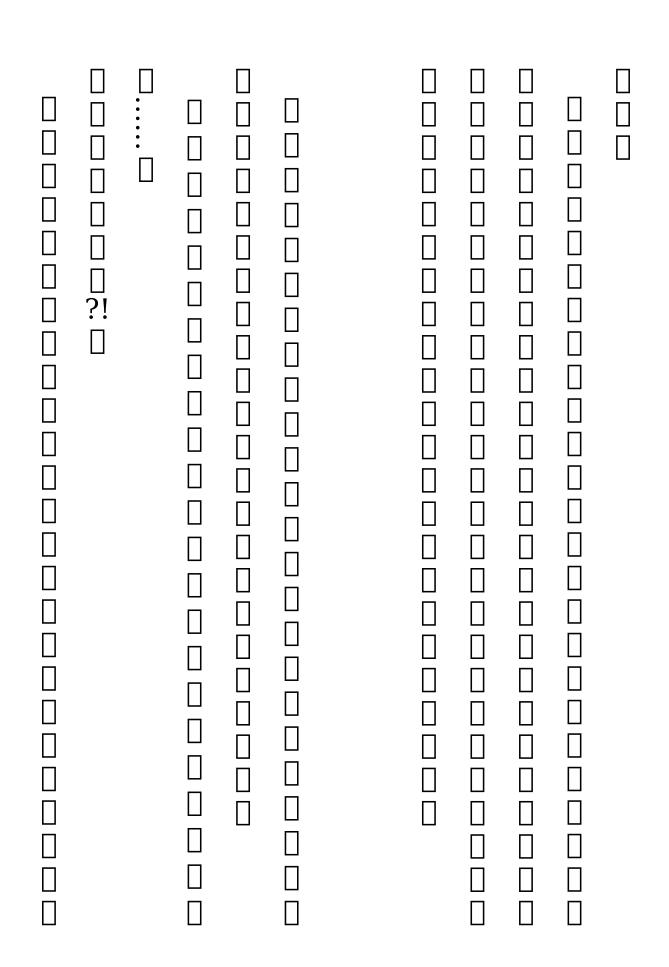


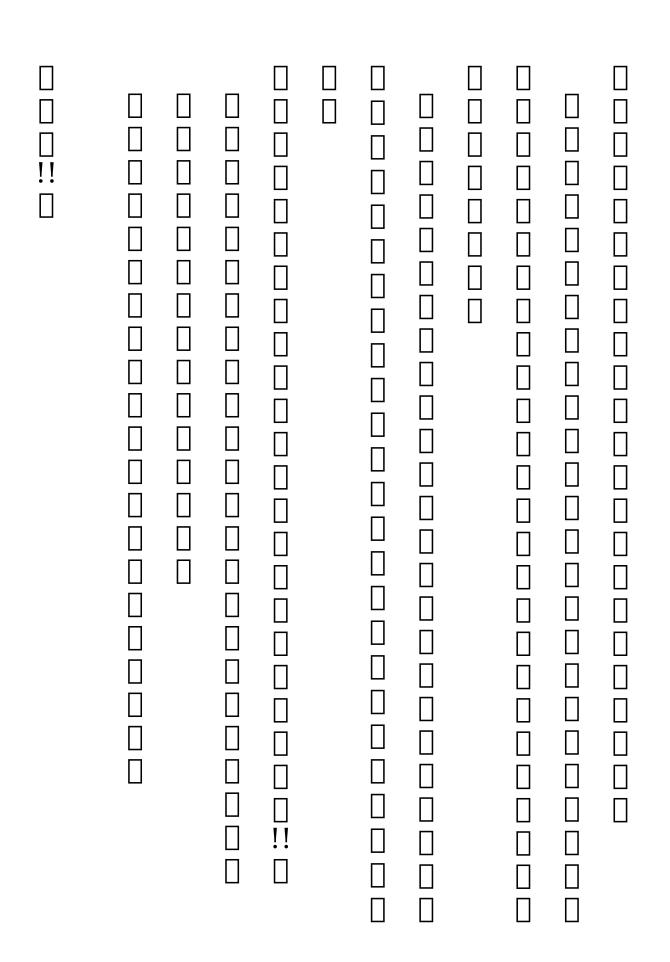


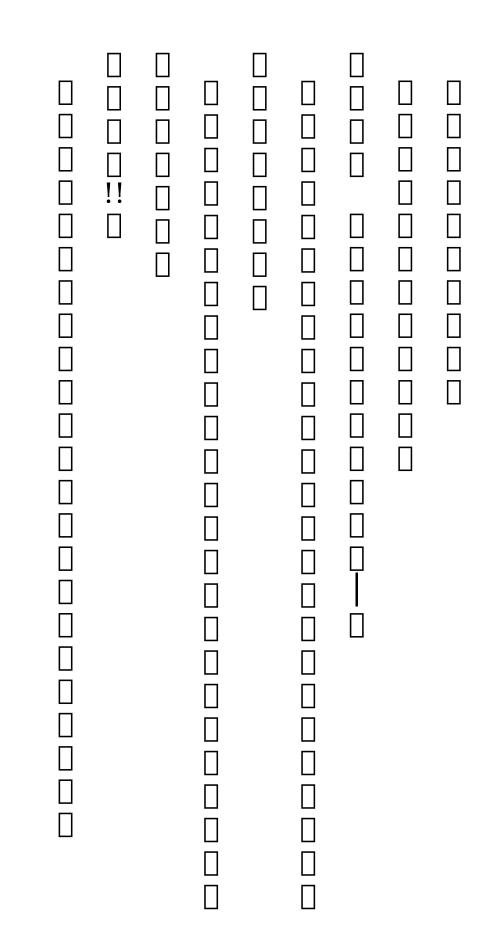


|--|--|--|--|--|--|--|--|--|--|--|--|--|

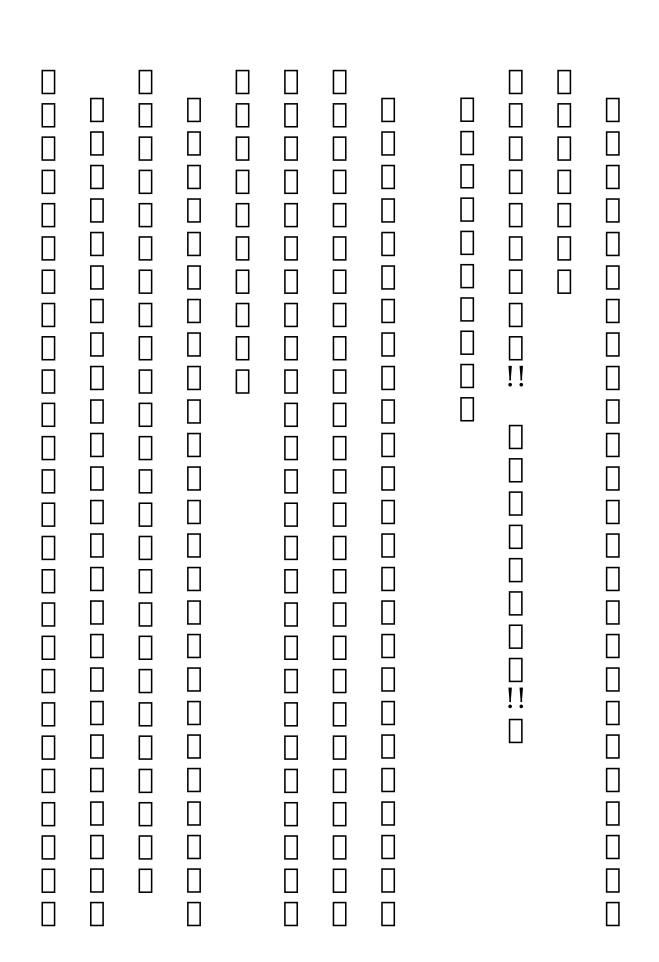


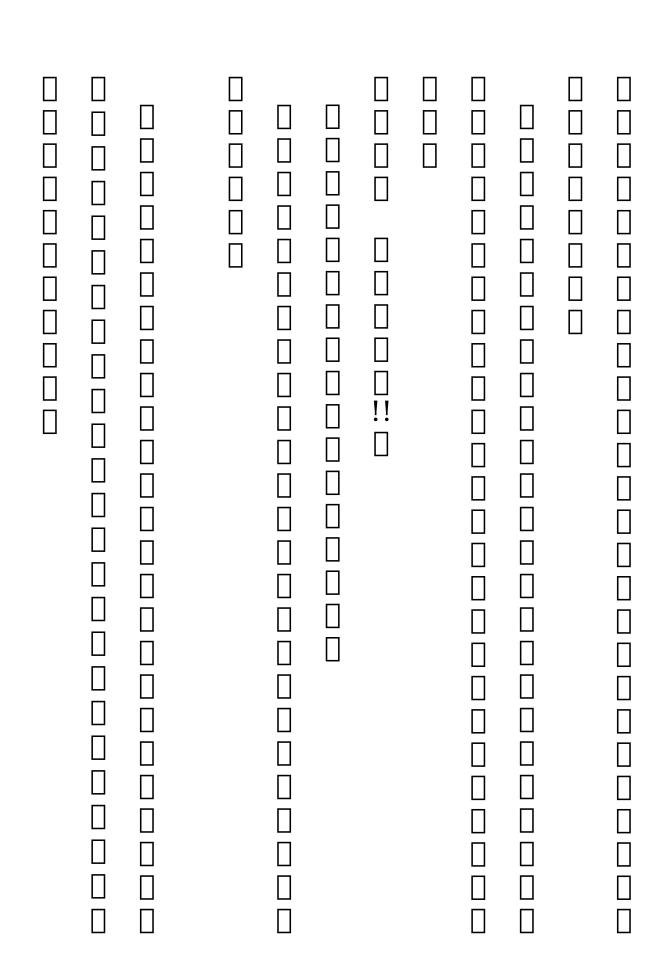


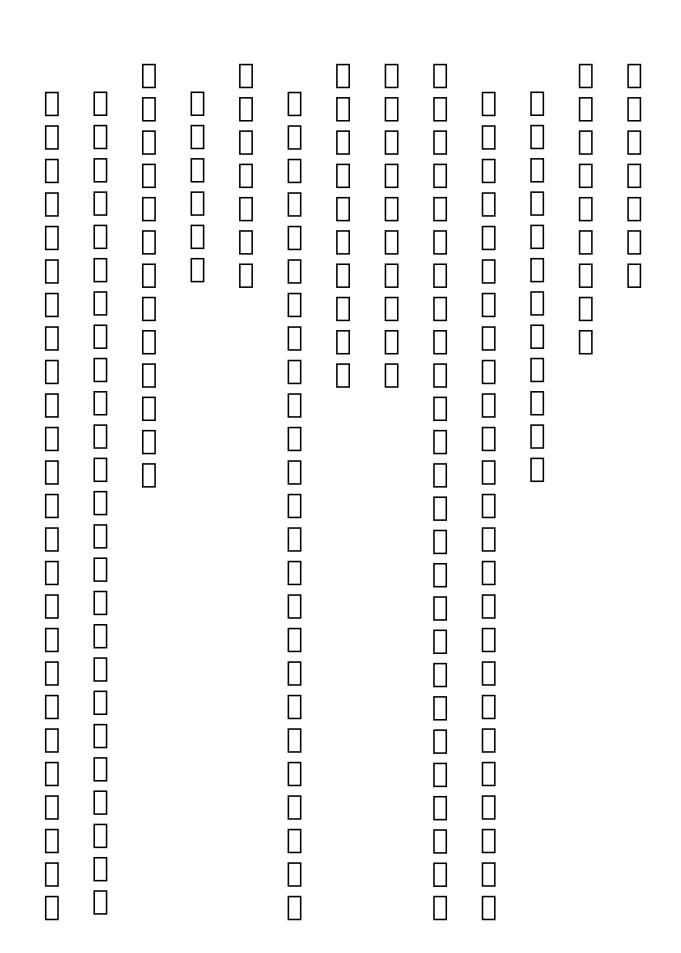




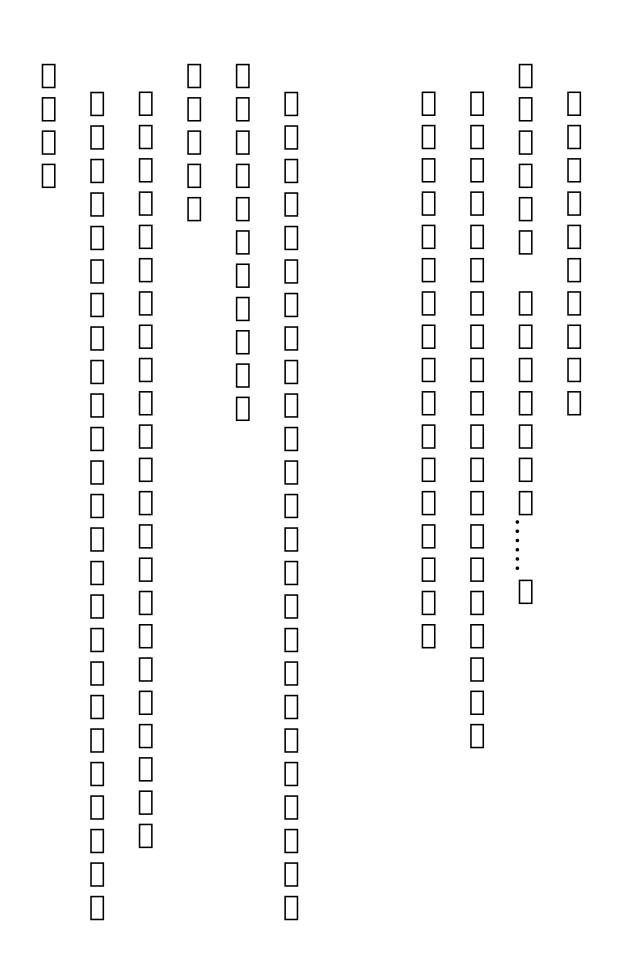


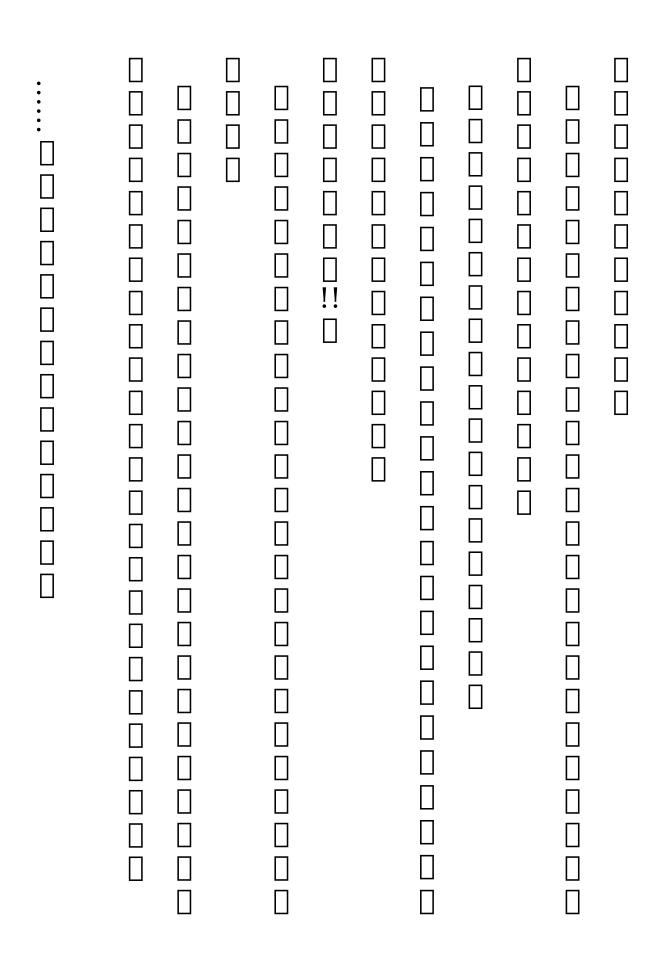


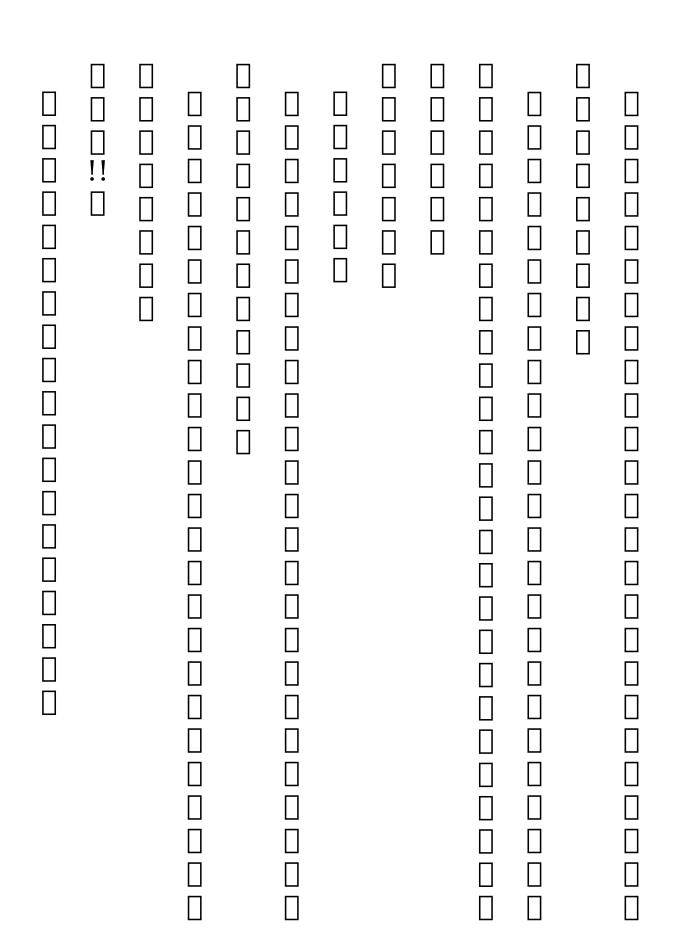


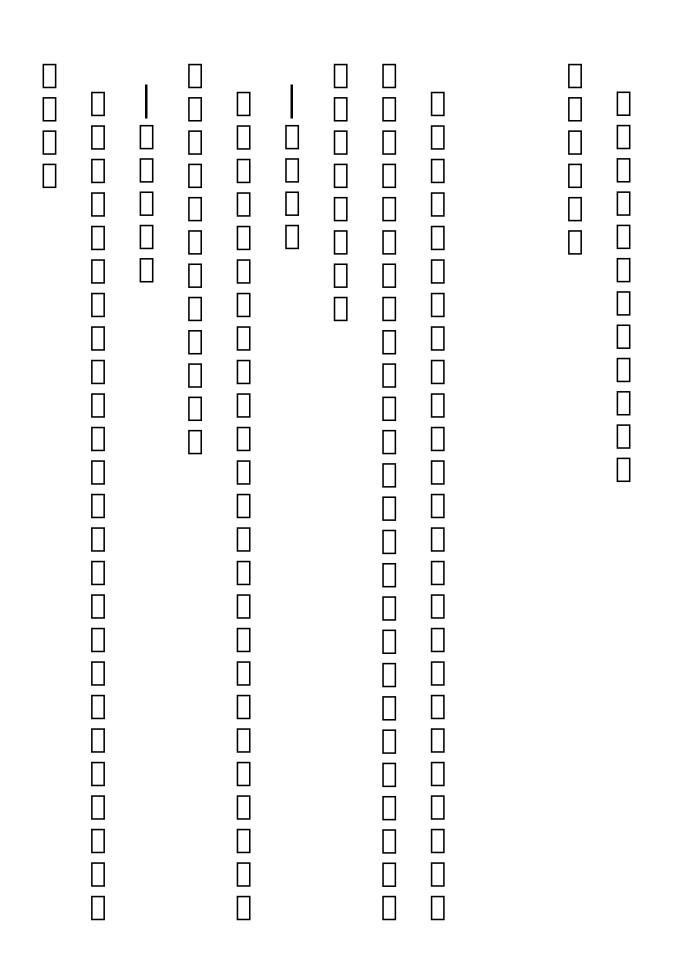


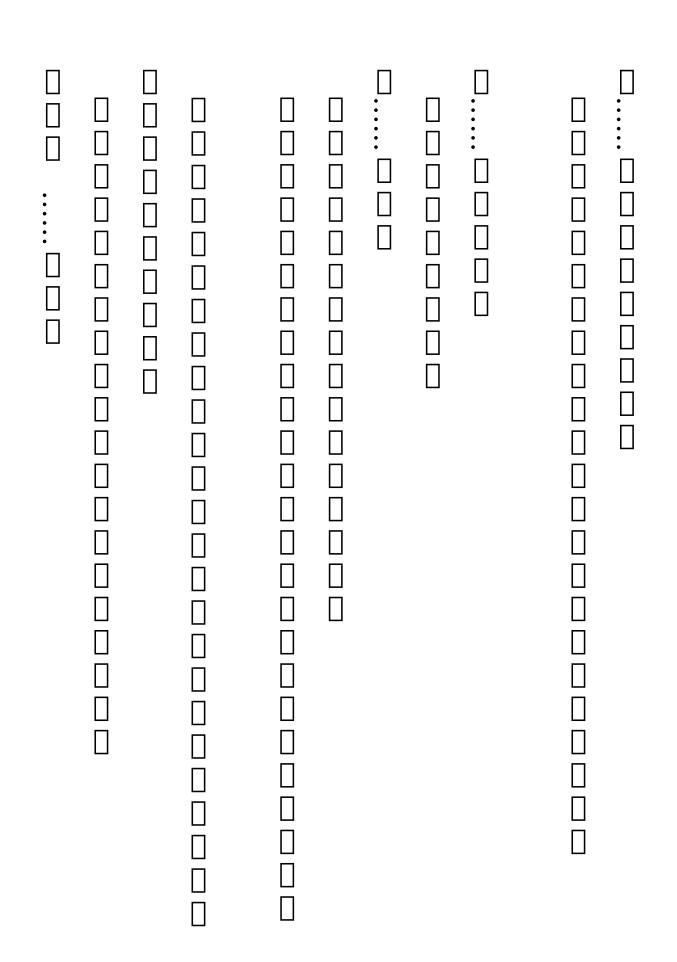
|--|--|--|--|--|--|--|--|--|--|--|

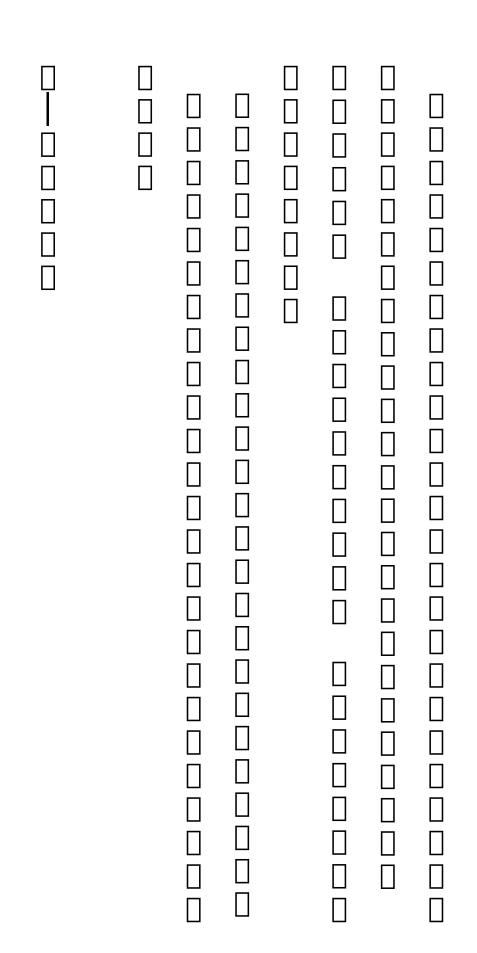












# 猫耳猫wiki ▶▶▶初心者の手引き「パーティ編成編」より

#### ・パーティ編成例

では、注意点を踏まえた上で先人たちが考えたパーティ編成例を見てみましょう ただし、このページに紹介している編成はあくまで一例であり、オススメ度は目安です 最適なパーティ編成は様々な条件によって異なることは忘れずに

※荒らしが多かったため、ページをロックしました 追記・修正の希望はコメント欄にお願いします

# 〈猫耳猫スタンダード〉 オススメ度 : A

構成:プレイヤー・物理アタッカー×2~5

**雑感:** 舐めてるのかと言いたくなる構成だが、数多の猫耳猫プレイヤーが「結局こうだよな」と言い切ったパーティ編成。とりあえず全員で近づいて全員でボコるというシンプルさが売り。プレイヤーは攻撃に参加せず、少し後ろで回復アイテムを投げる役をする方が大抵安定する。しかしその場合、プレイヤーに経験値は入らないので注意。

なお、最適なアタッカーの人数は攻略する場所の広さ、敵の人数などによって変わる。

### 〈スタートダッシュ〉 オススメ度 : B

構成: プレイヤー (魔法アタッカー)・魔法アタッカー×5

**雑感**:猫耳猫スタンダードの魔法版で、出会い頭に全力の魔法を打ち込んで敵を殲滅する。 最初の一撃で敵を無力化出来なければ逆に殲滅させられたり、敵に魔法耐性持ちが増える 中盤以降はほぼ無力であったり、あらゆる意味でスタートダッシュ命な編成。 ただし、序盤の効率狩りには有効。

# 〈バランスシフト〉 オススメ度: C

構成:プレイヤー・物理アタッカー・魔法アタッカー・ヒーラー

雑感: 非常にバランスの取れた構成。

戦闘開始と同時に魔法で先制攻撃を加え、体力の減ったモンスターを近接攻撃で撃破。

戦いが終わったところで戦闘で受けたダメージを回復するというスタイル。

非常に無難だが、火力が足りないので同格以上と戦うと厳しい。

# **〈ジェノサイドシフト〉 オススメ度:Z**

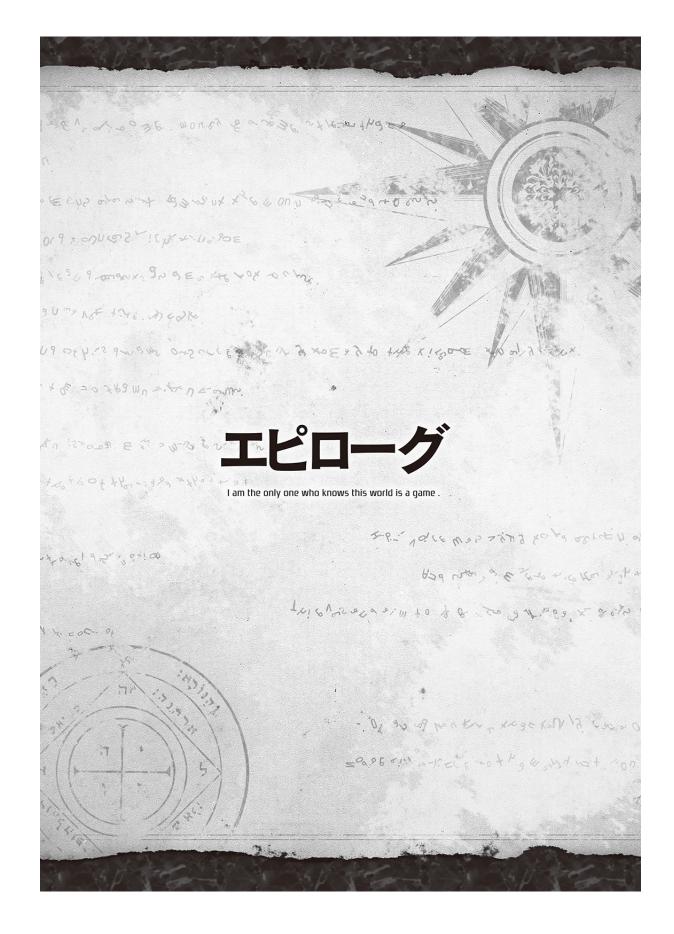
構成:プレイヤー・物理アタッカー・魔法アタッカー (サザーン)・ヒーラー

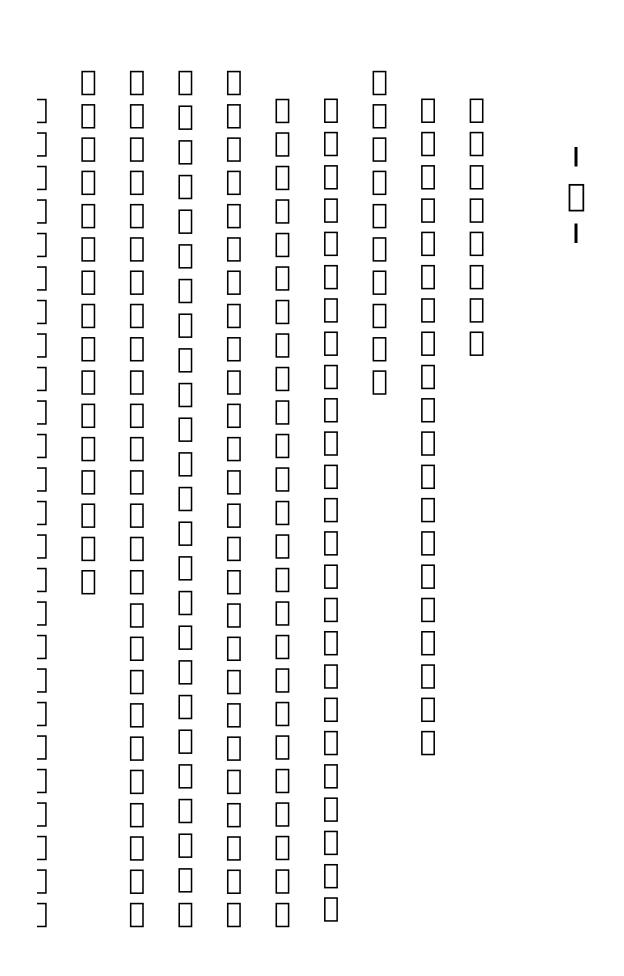
雑感: 一見バランスの取れた構成。

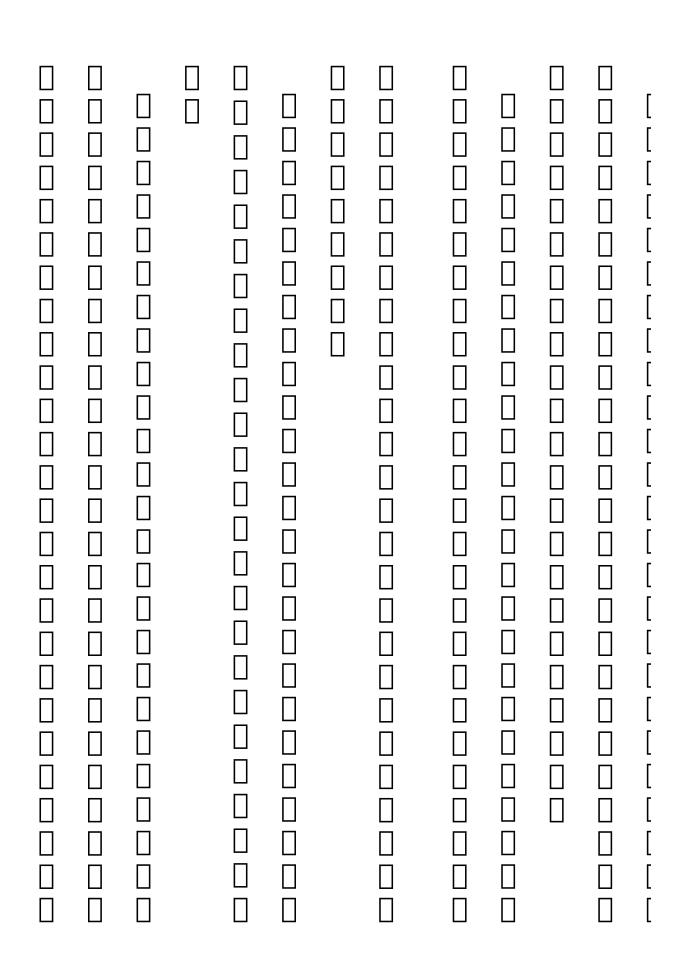
戦闘開始と同時に魔法で先制攻撃を加え、体力の減ったモンスターを近接攻撃で撃破。

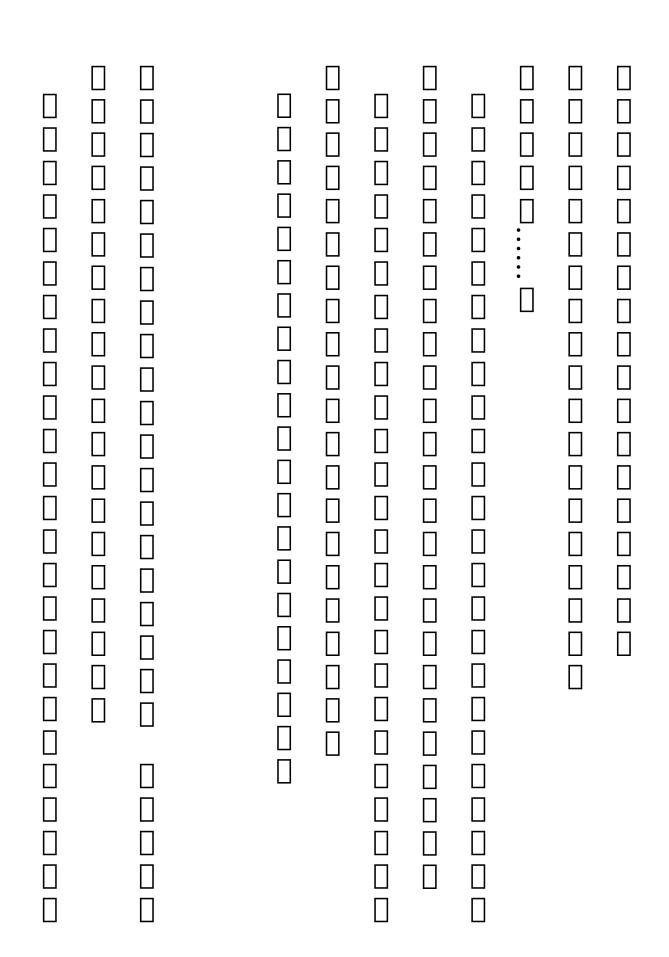
戦いが終わったところで戦闘でダメージを受けた仲間を無駄な広域魔法を使って殲滅するというスタイル。 サザーンはプレイヤーの命令を一切聞かず、しかも何の嫌がらせか、プレイヤーが無事でも

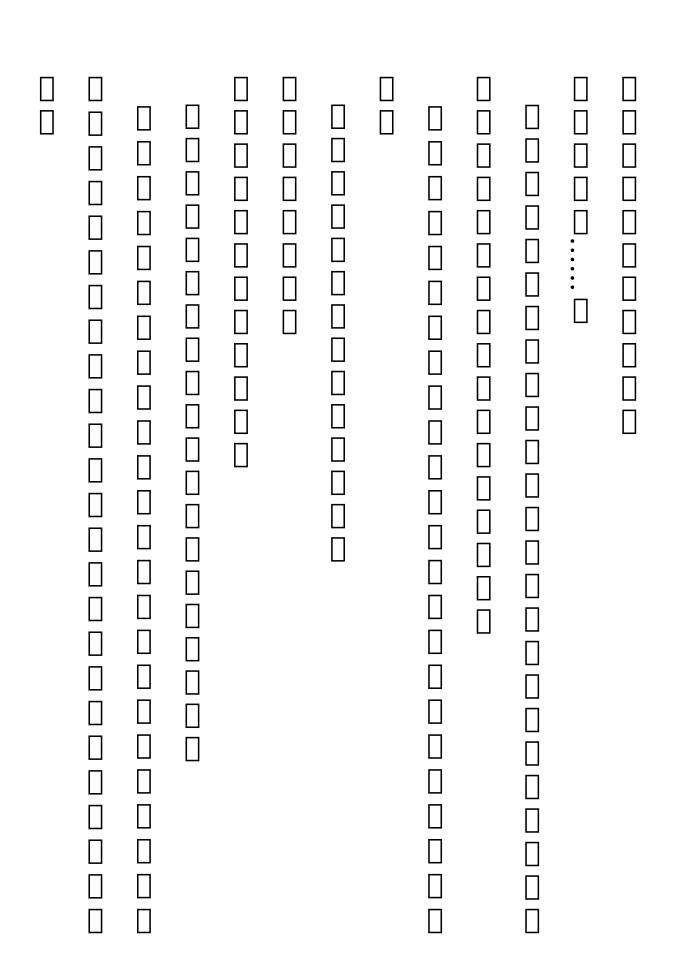
サザーンが死ぬと即ゲームオーバーになる。あえてスリルを味わいたい人にはオススメ。

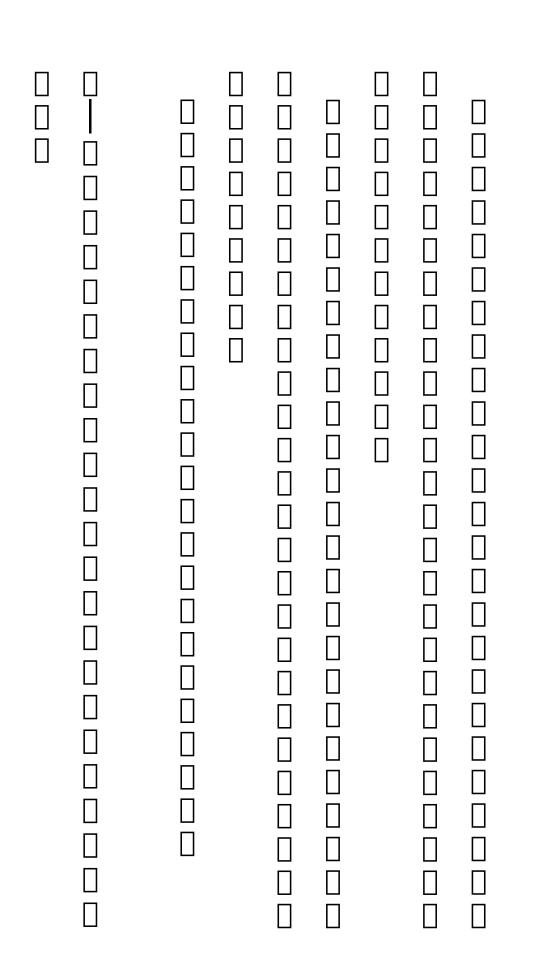


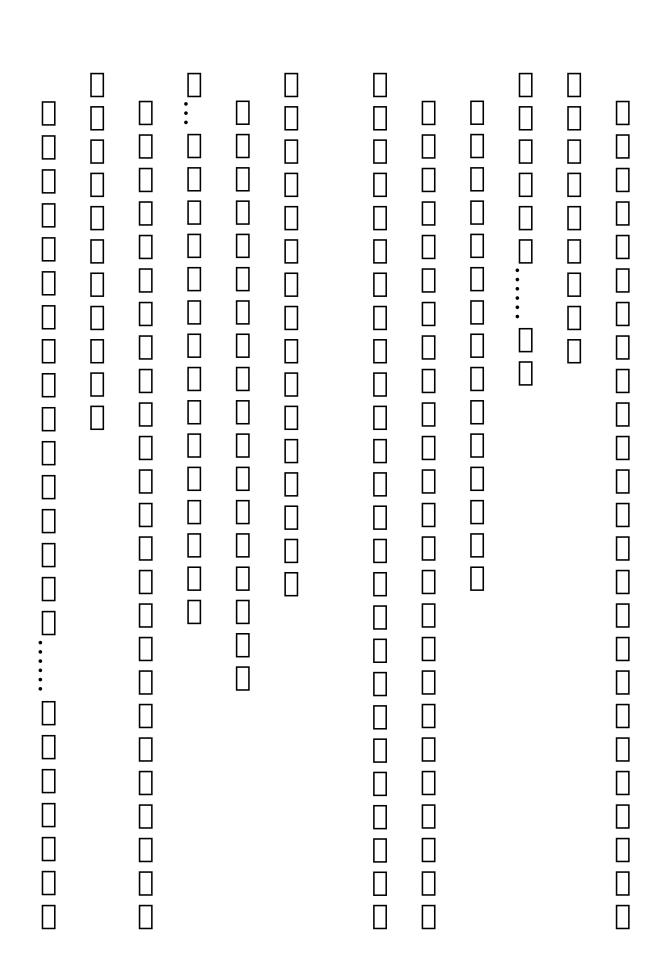


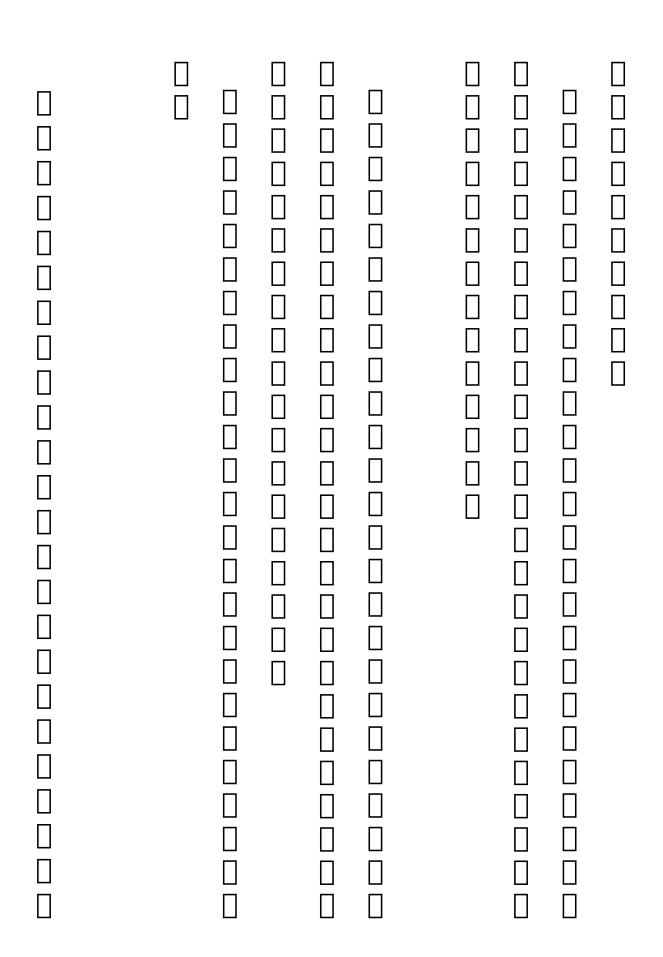


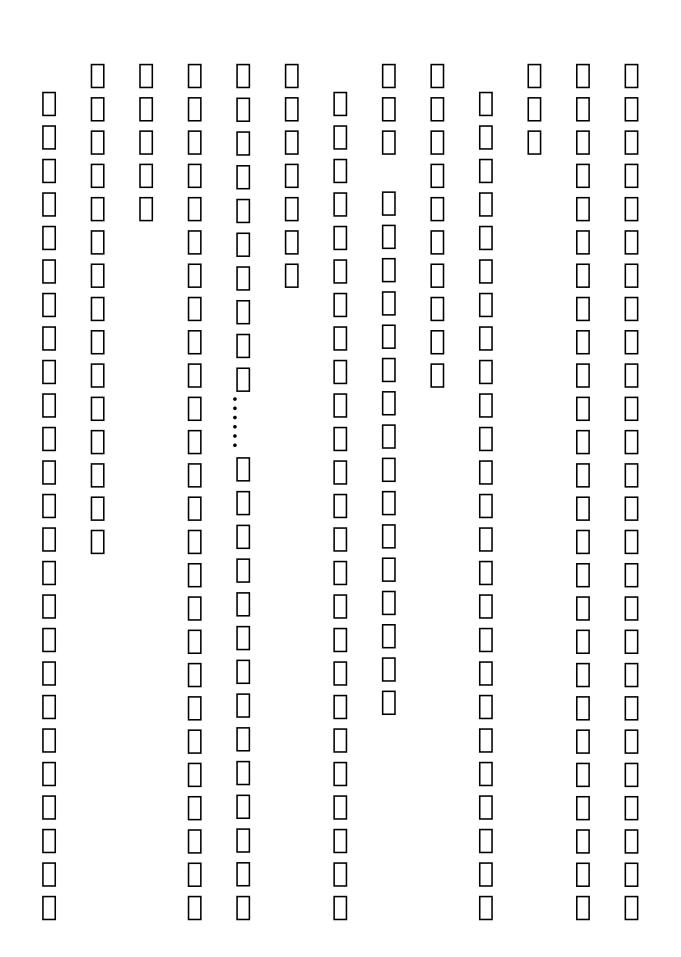


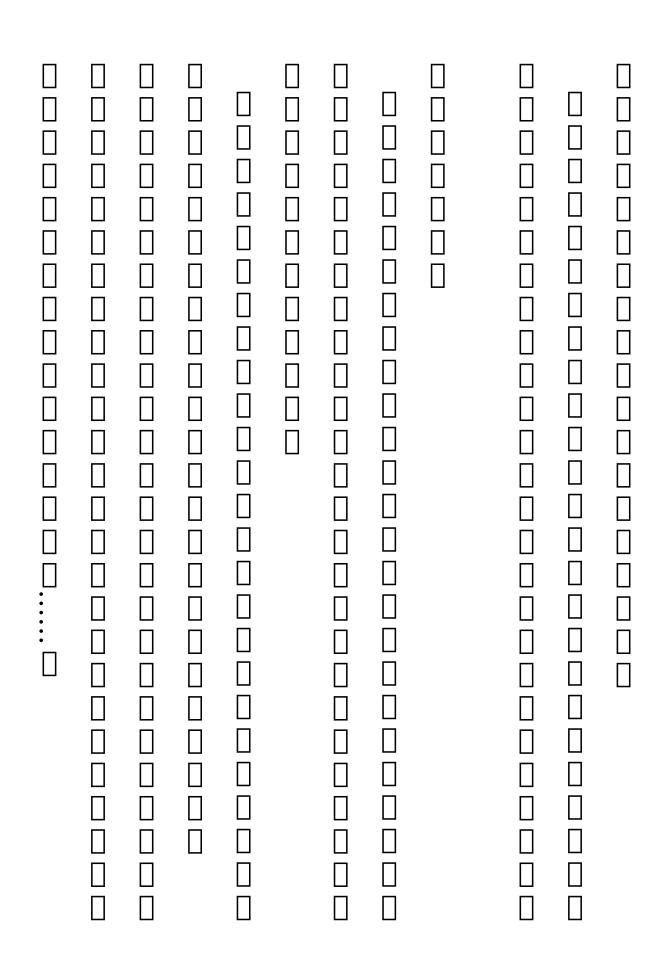


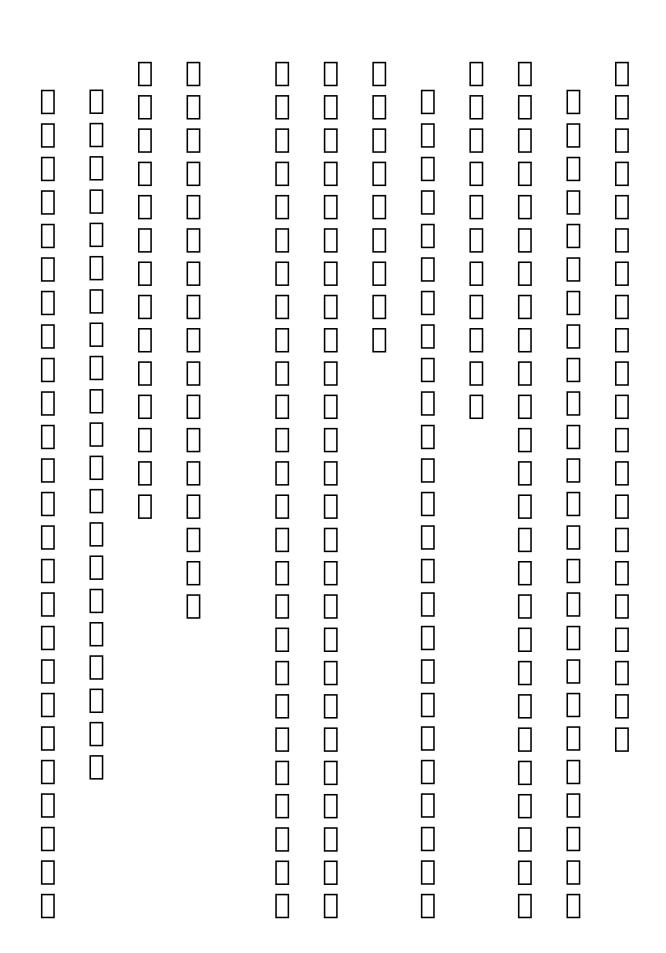


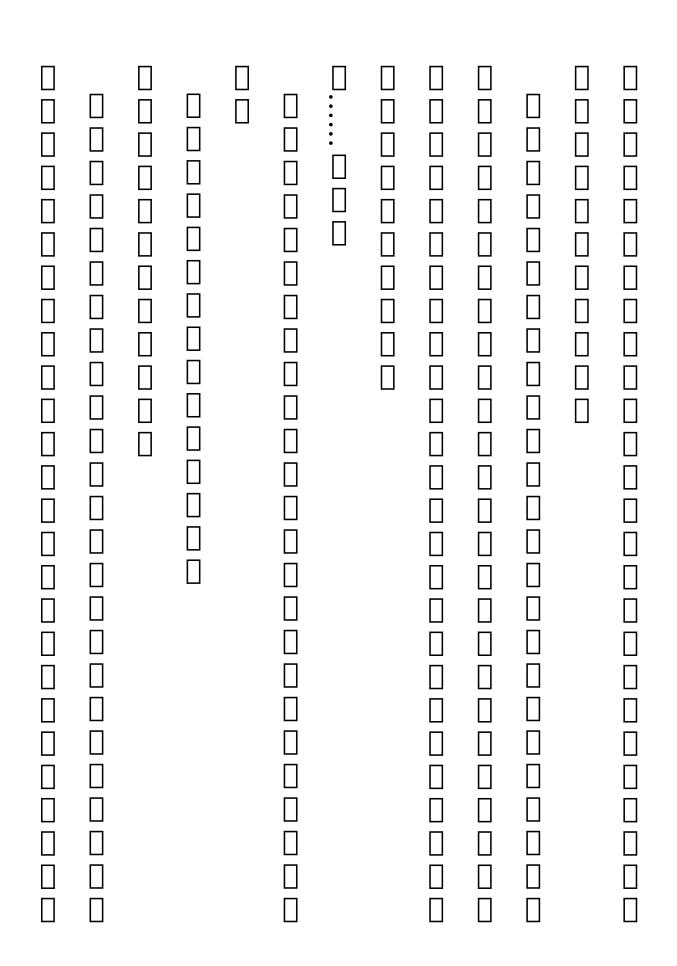


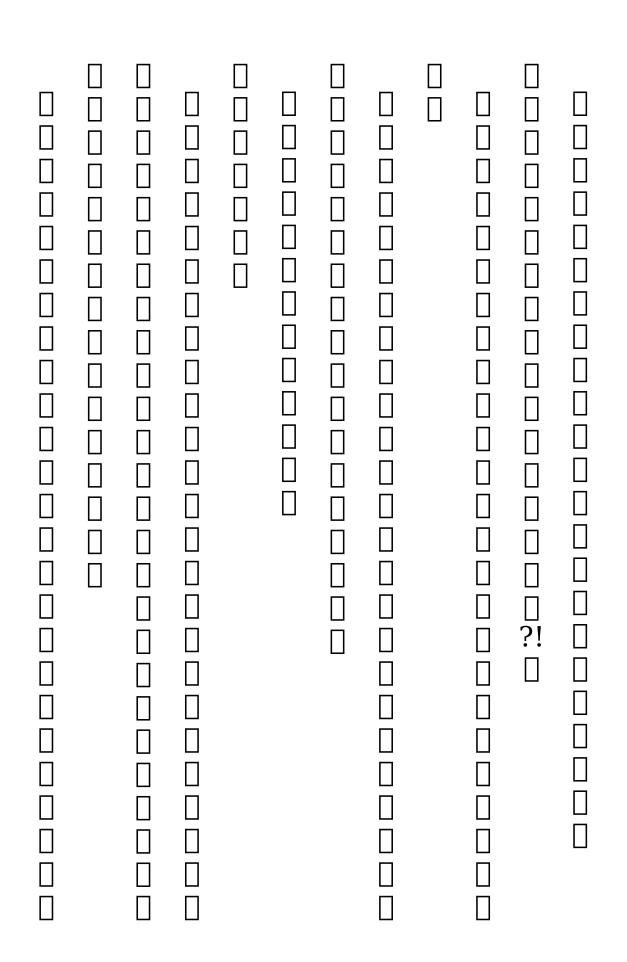


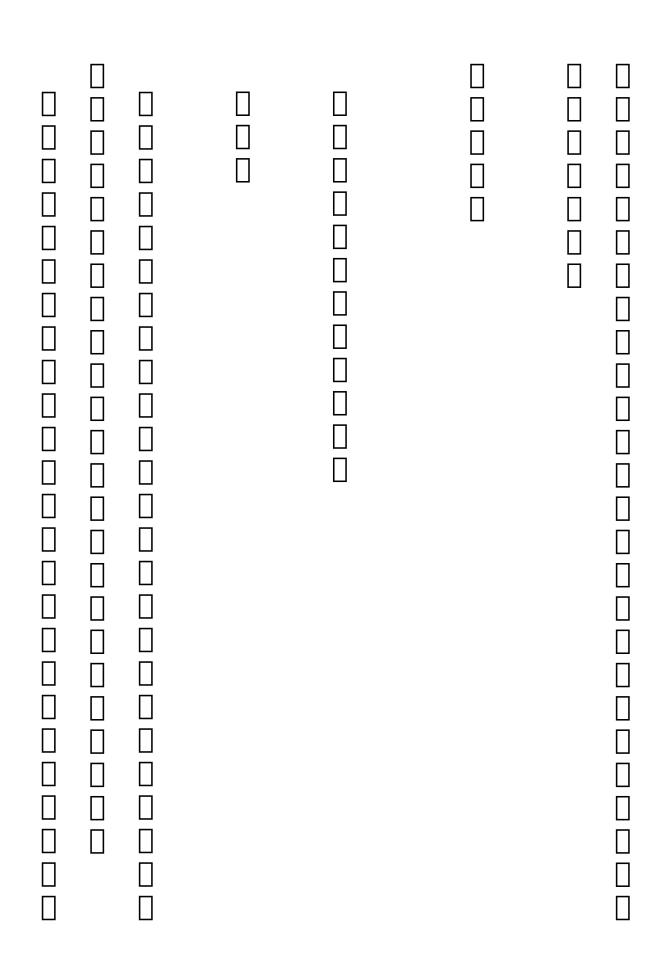


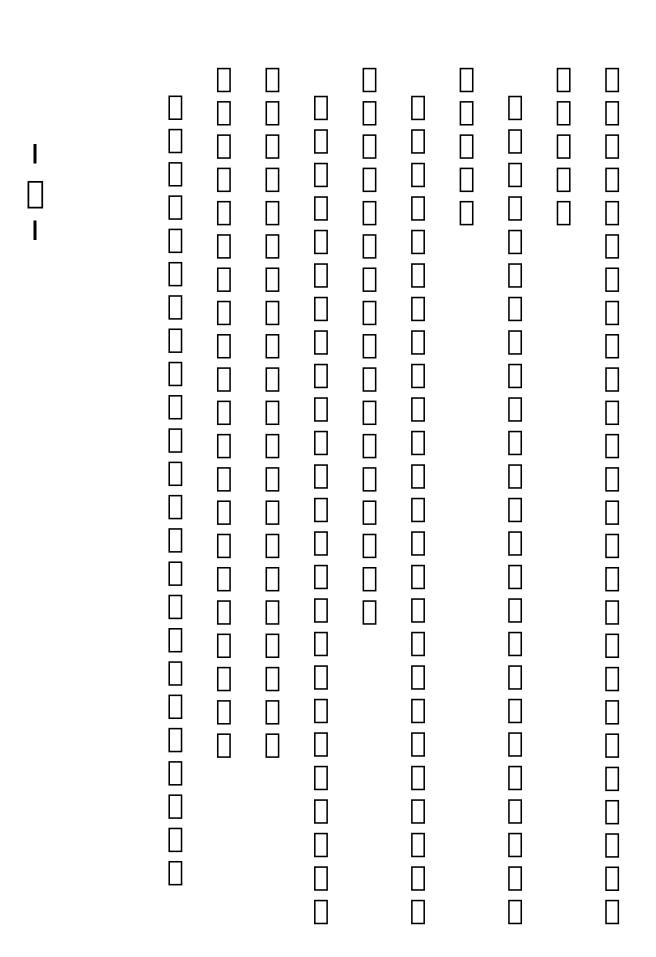






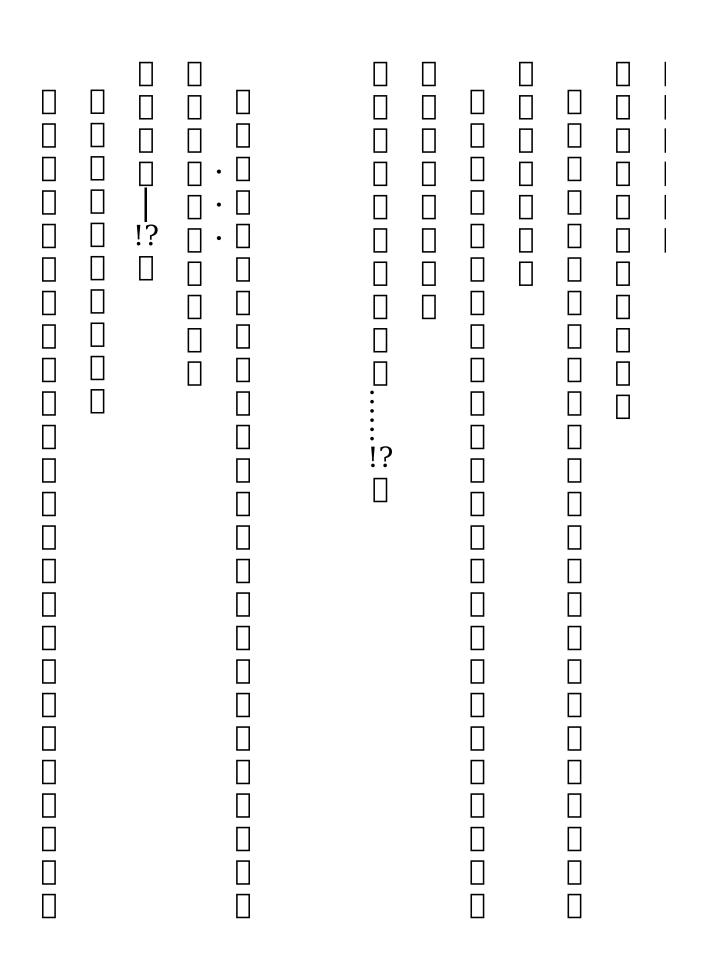


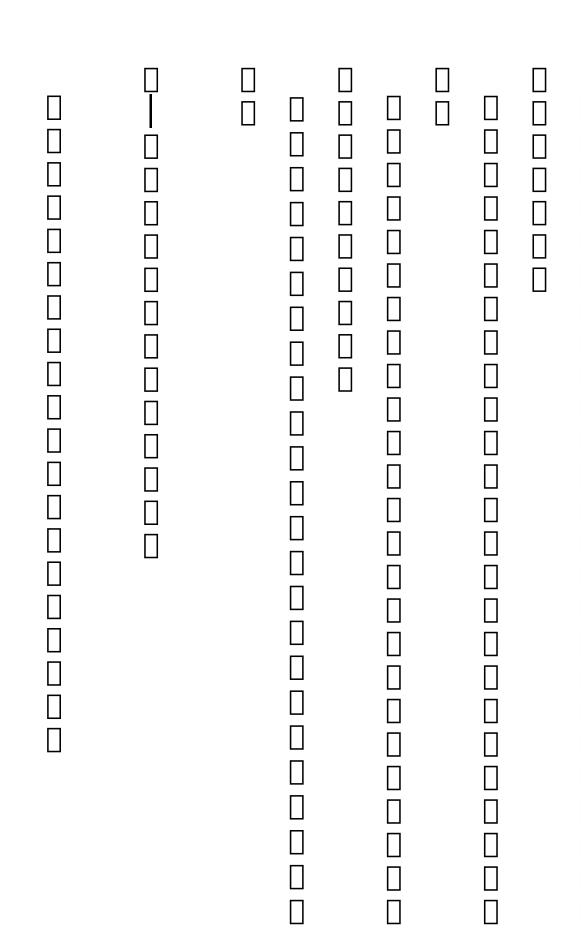


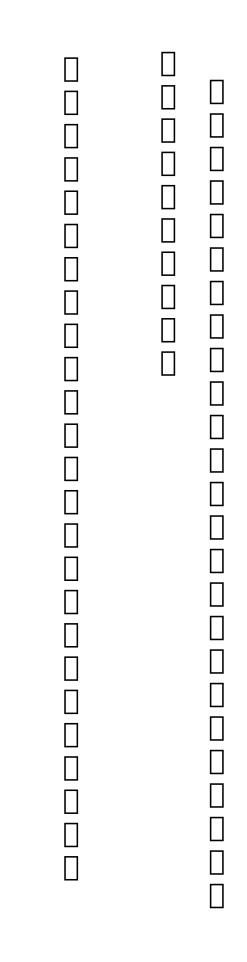


		므		

|--|--|







#### 猫耳猫wiki ▶▶▶初心者の手引き「パーティ編成編」より

# ~パーティ編成例・つづき~

#### 〈全部俺〉 オススメ度:S

構成:プレイヤー(俺)・物理アタッカー(俺)・魔法アタッカー(俺)・ヒーラー(俺)

雑感:もっともバランスの取れた構成。

戦闘開始と同時に魔法で先制攻撃を加え、体力の減ったモンスターを近接攻撃で撃破。

戦いが終わったところで戦闘で受けたダメージを回復するというスタイル。

要するにソロなのだが、優れた猫耳猫プレイヤーはたった1人で10人分の働きが出来るらしい。

これぞまさに、重度の猫耳猫廃人の行きつく最終形。

## 〈ヒサメシフト〉 オススメ度:A

構成:プレイヤー・物理アタッカー(ヒサメ)・ヒーラー

**雑感**:構成自体はバランスシフトと似ているが、こちらはヒサメの攻撃力に全て頼った変則パーティ。バランスシフトと比べてパーティ人数は少ないものの、攻撃の全てをヒサメが担ってくれるため、プレイヤーは自分とヒーラーの身を守ることに集中出来る。

非常に高い攻撃力と屈指の生存率を兼ね備えた、隙のないパーティ編成と言える。

## 〈ヒサメ〉 オススメ度:S

構成:プレイヤー・物理アタッカー(ヒサメ)

**雑感**:ぶっちゃけヒサメがいるならほかに誰もいらないよね、むしろ邪魔だよね、という本音が見えるパーティ編成。実際(プレイヤー含め)誰もいらないことが分かって切なくなる。

でも強い。めっちゃ強い。

## 〈エバードリーム〉 オススメ度:SSS++

構成:プレイヤー・物理アタッカー(ヒサメ)・魔法アタッカー(シェルミア)

雑感:誰もが憧れた、そして誰一人として辿り着けなかった夢の布陣。

最強の近距離アタッカーのヒサメと、最強の遠距離アタッカーのシェルミア王女を従えたドリームチーム。

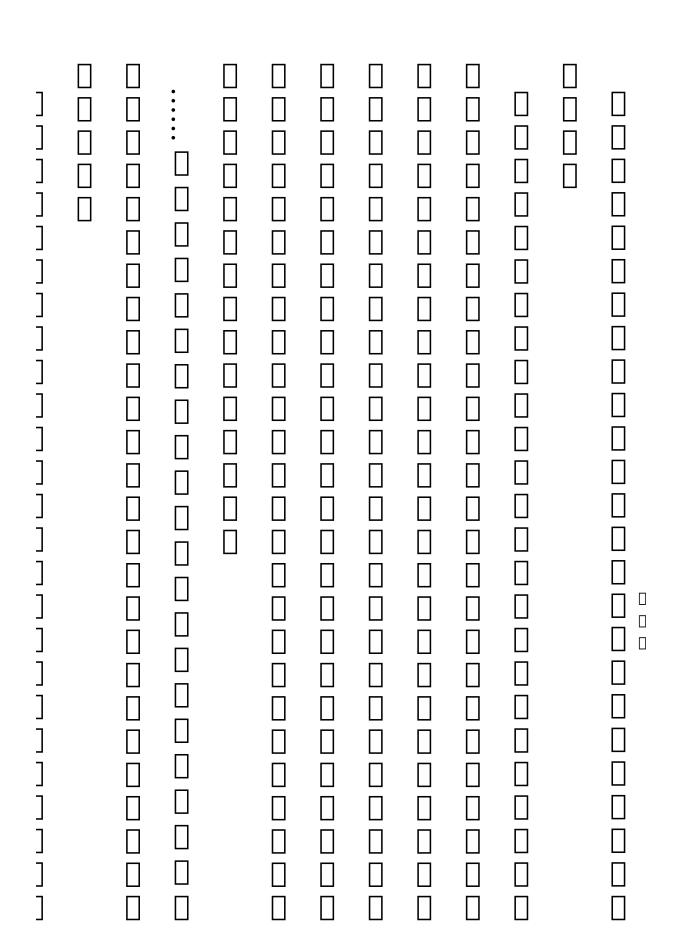
何より猫耳とお姫様に挟まれて最強に見える。

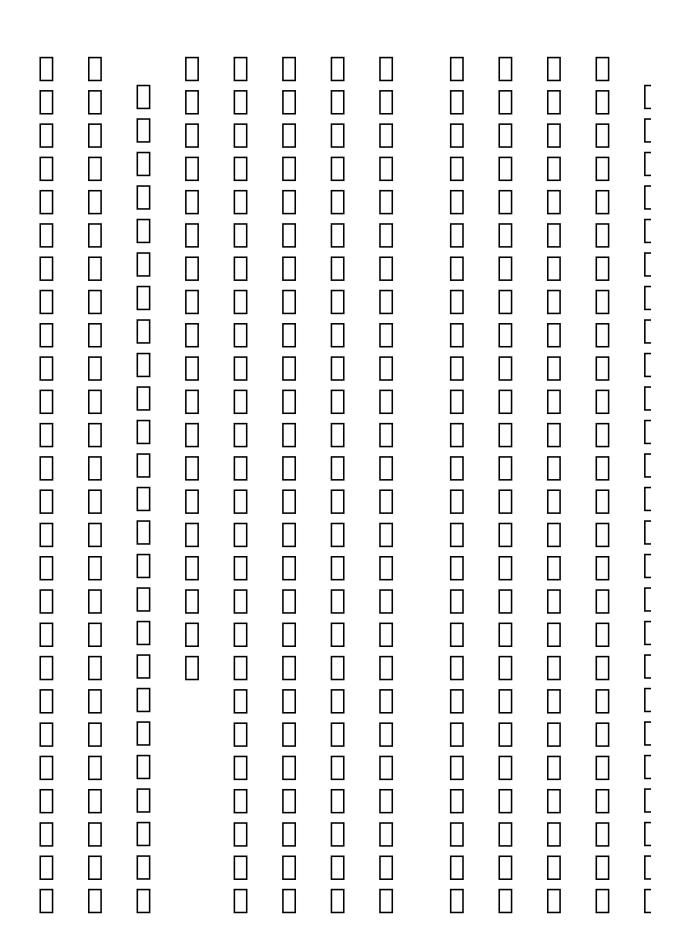
とりあえず次のパッチでシェルミア王女が仲間になるように、まずは一日一通、

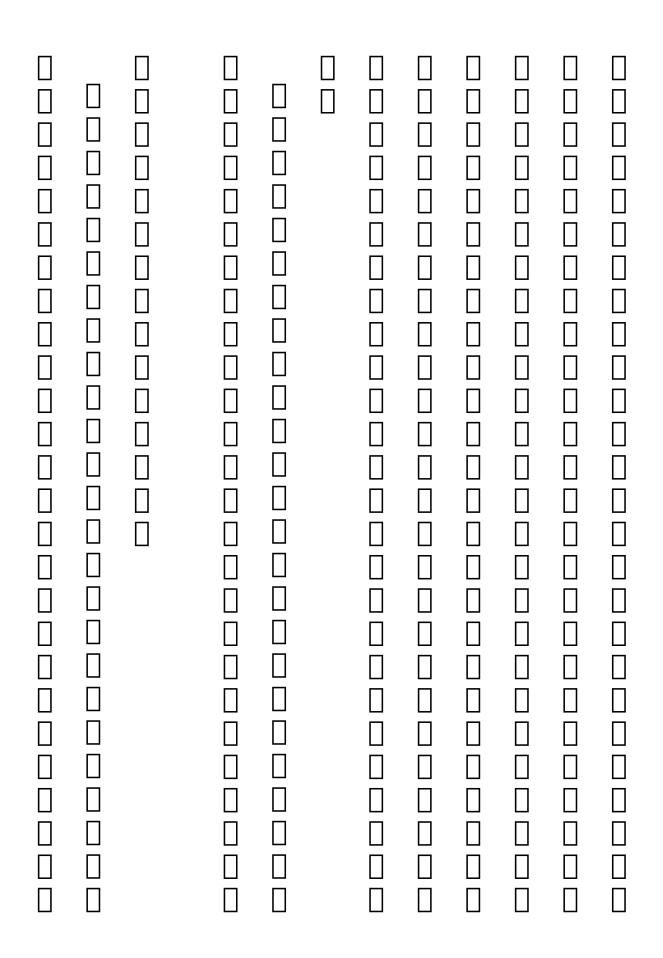
制作会社にメールを送るところから始めよう。

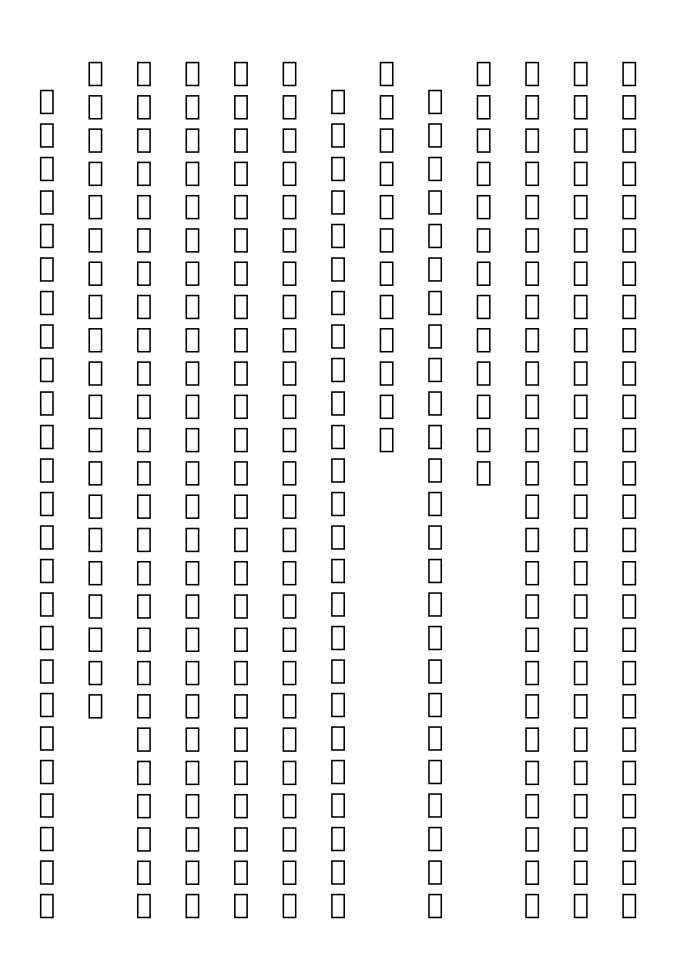


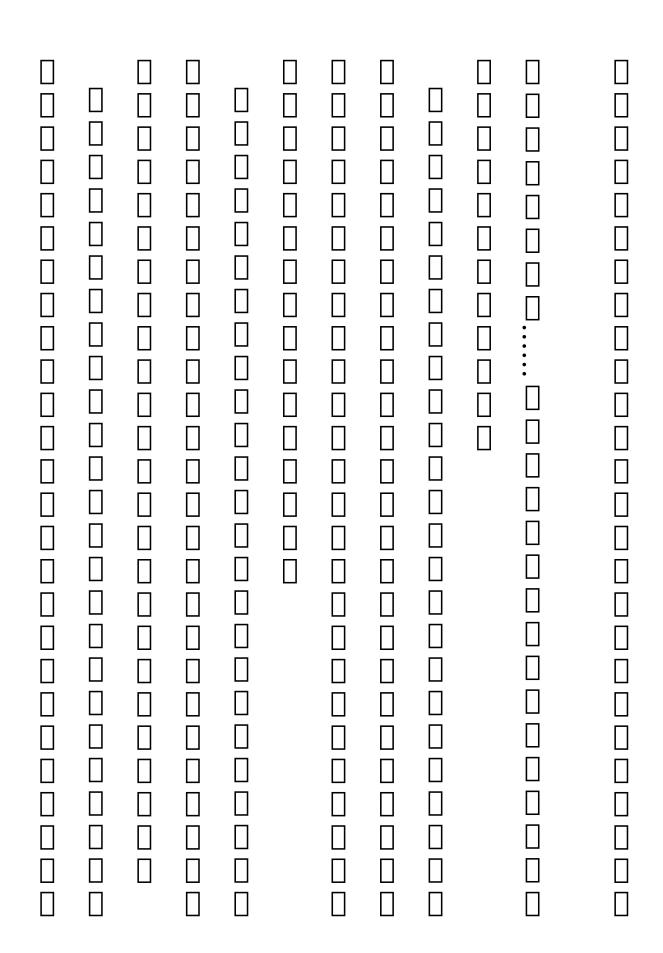


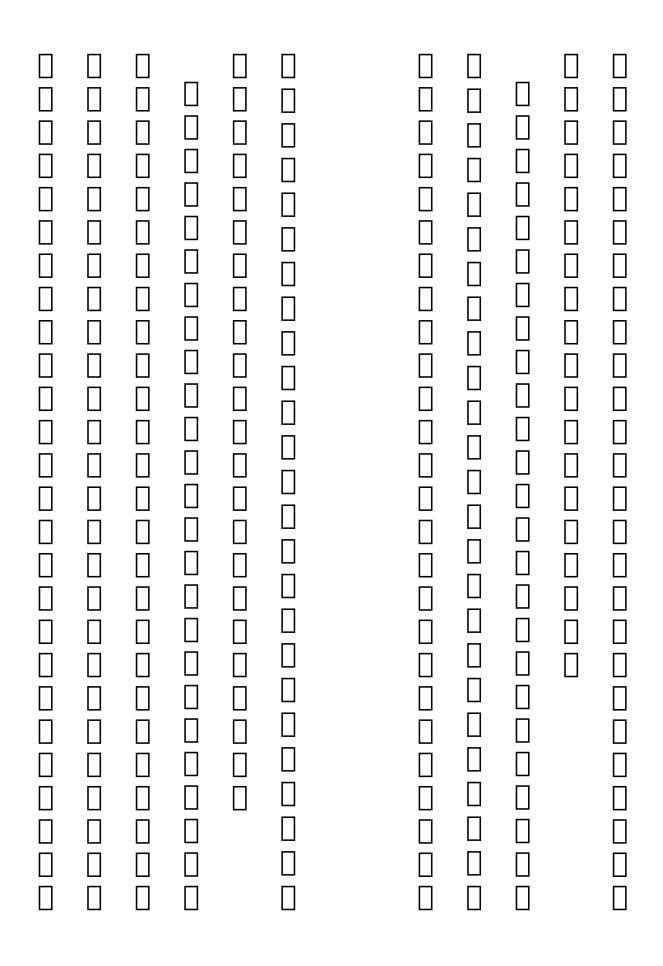


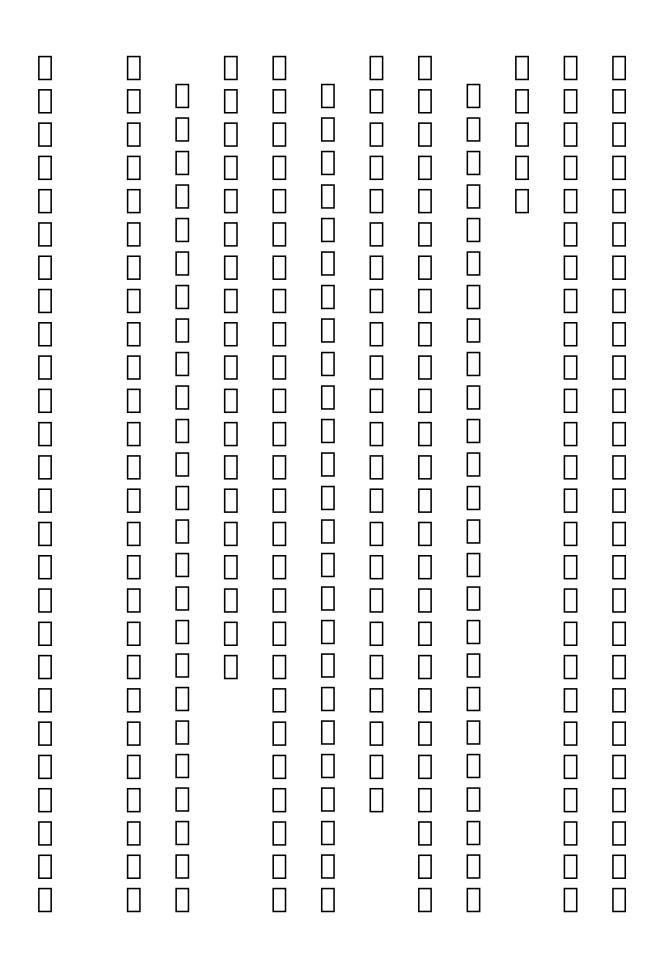


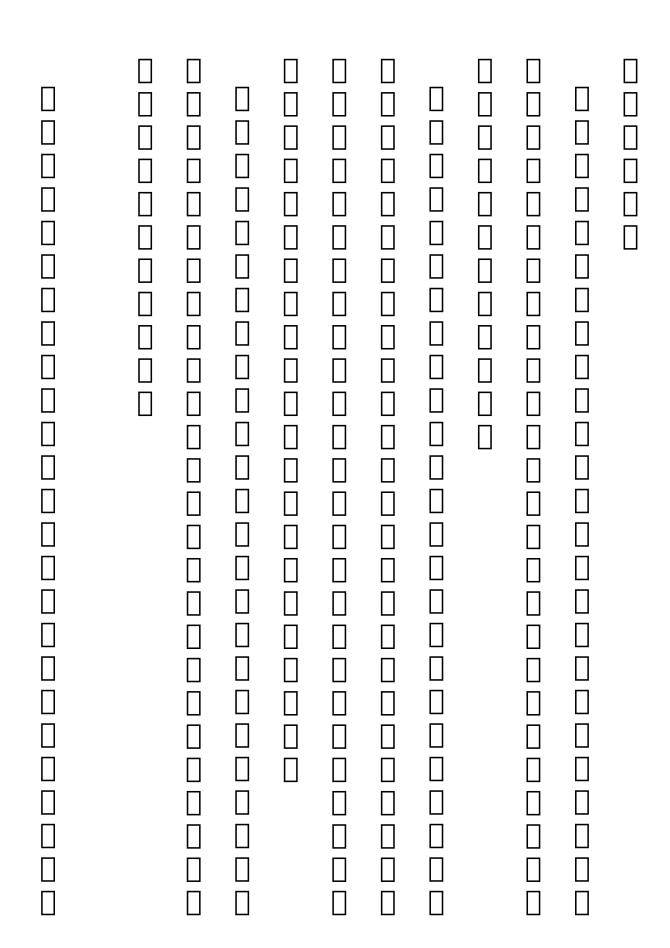




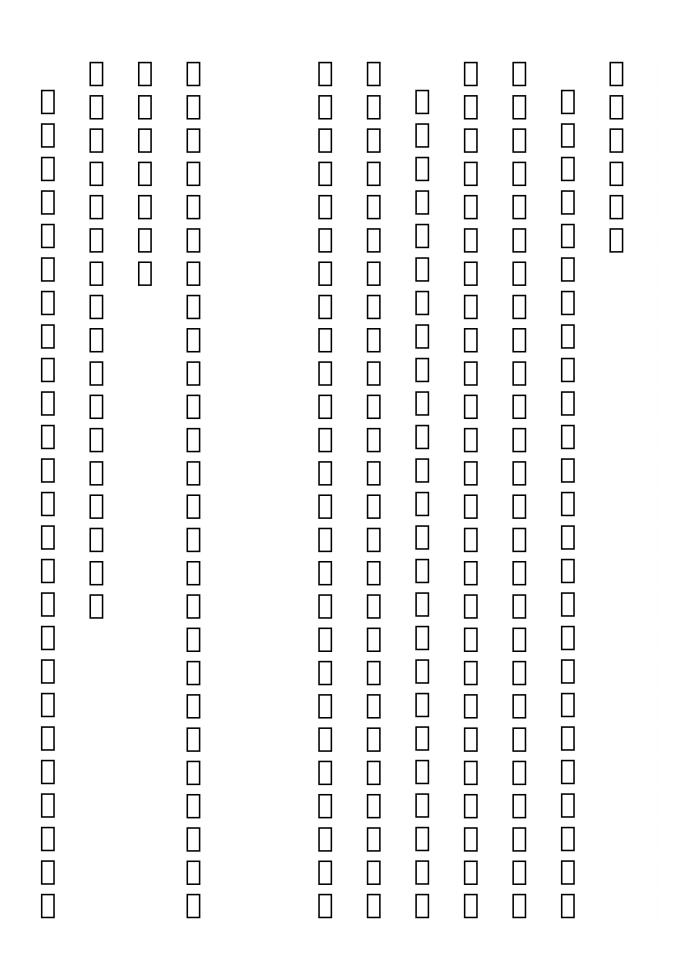


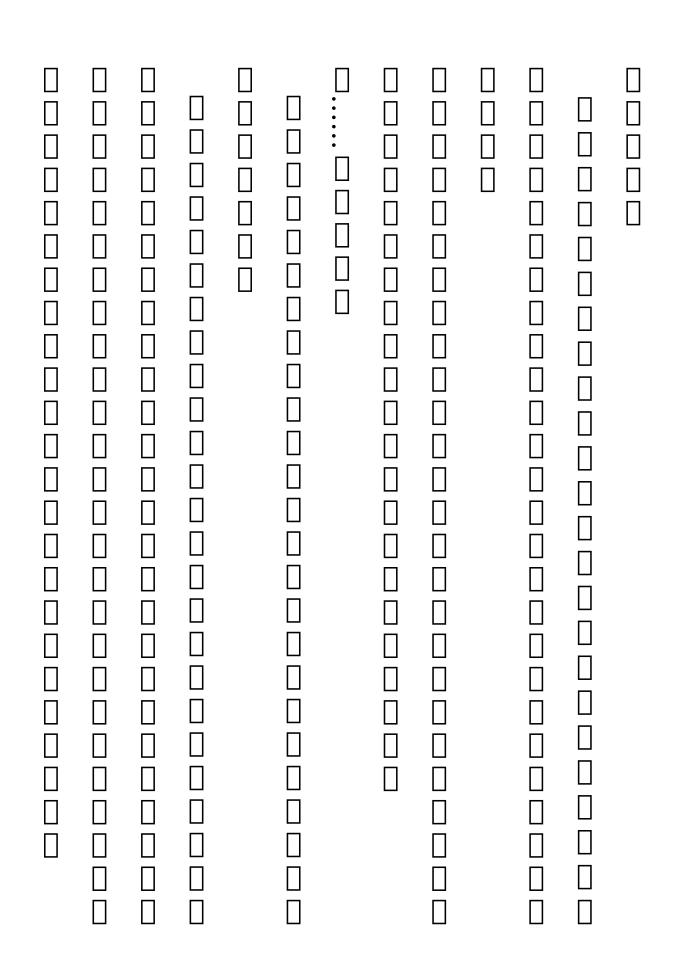




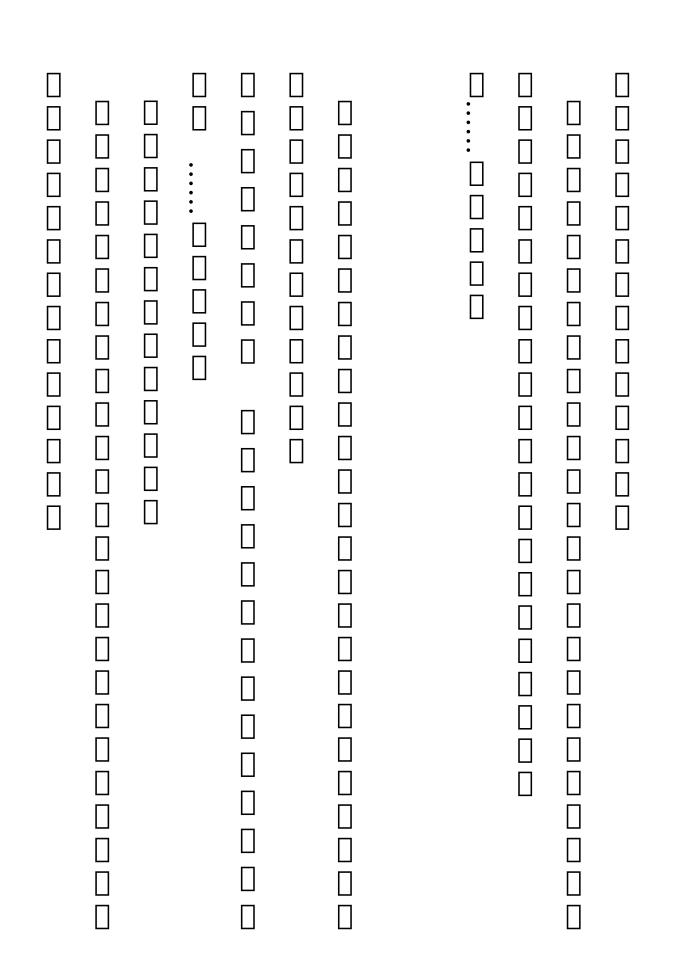


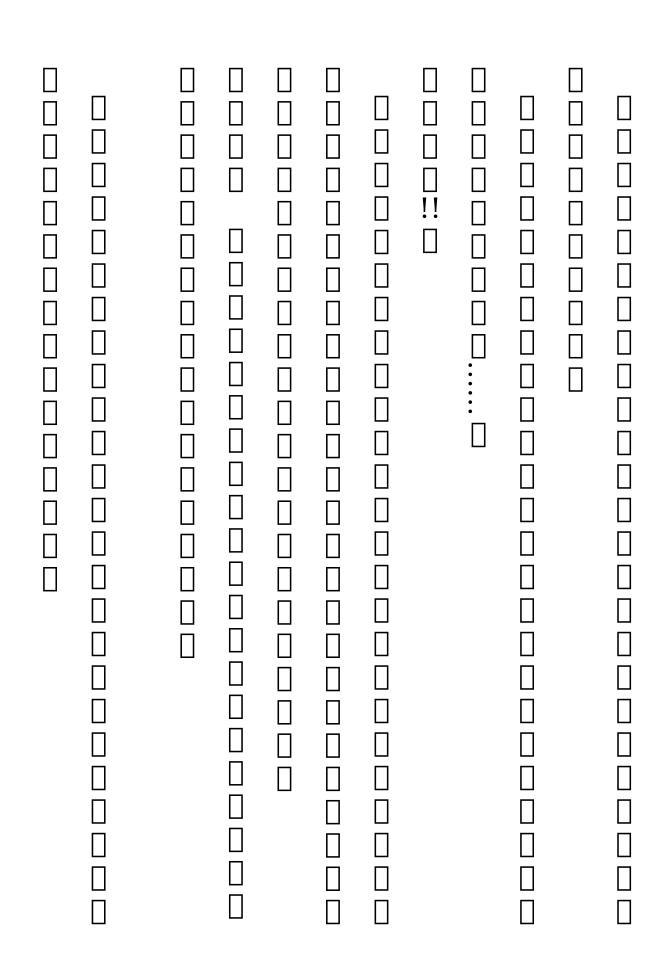
																		1-0 ————————————————————————————————————			
												П	П	П		П		6		П	П
																		ب			
																_			_		
														_			$\overline{\Box}$	l			
												П	П	П		П			П		П
												Ш	Ш		• □	Ш	H	I	Ш	Ц	
															•						
															:		П			П	

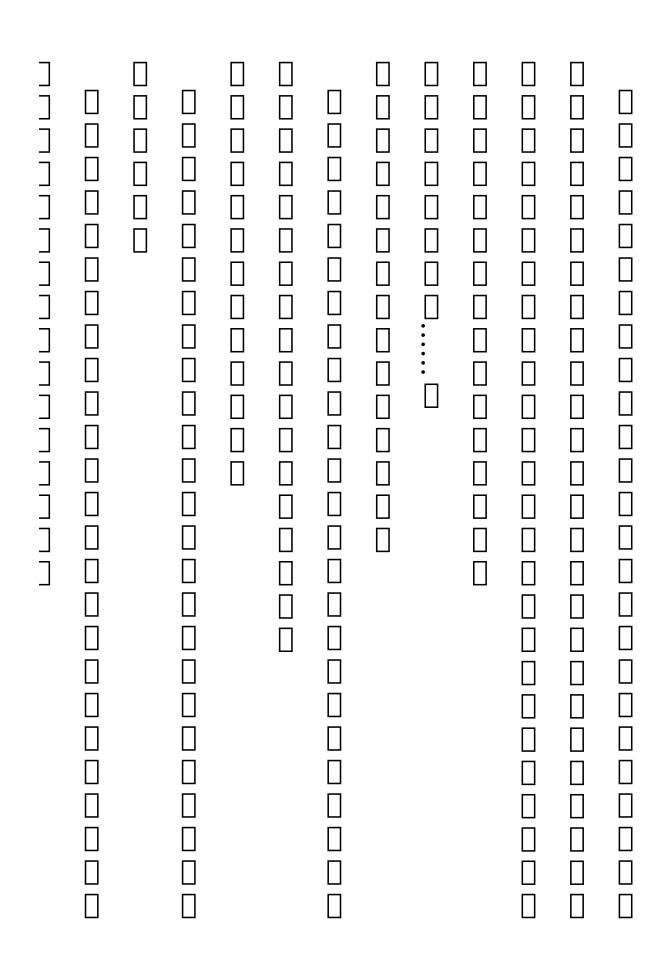




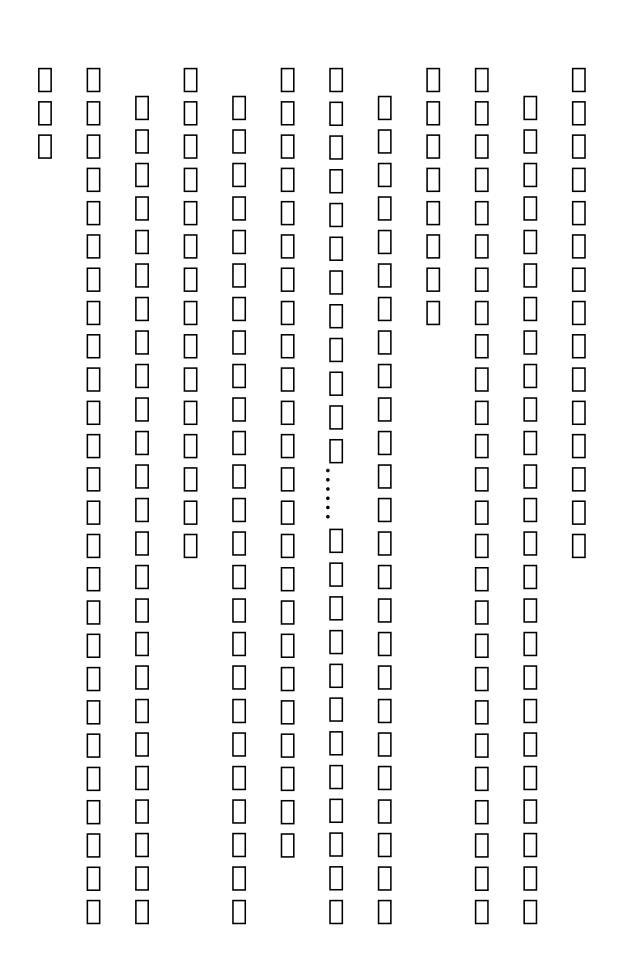
1-1

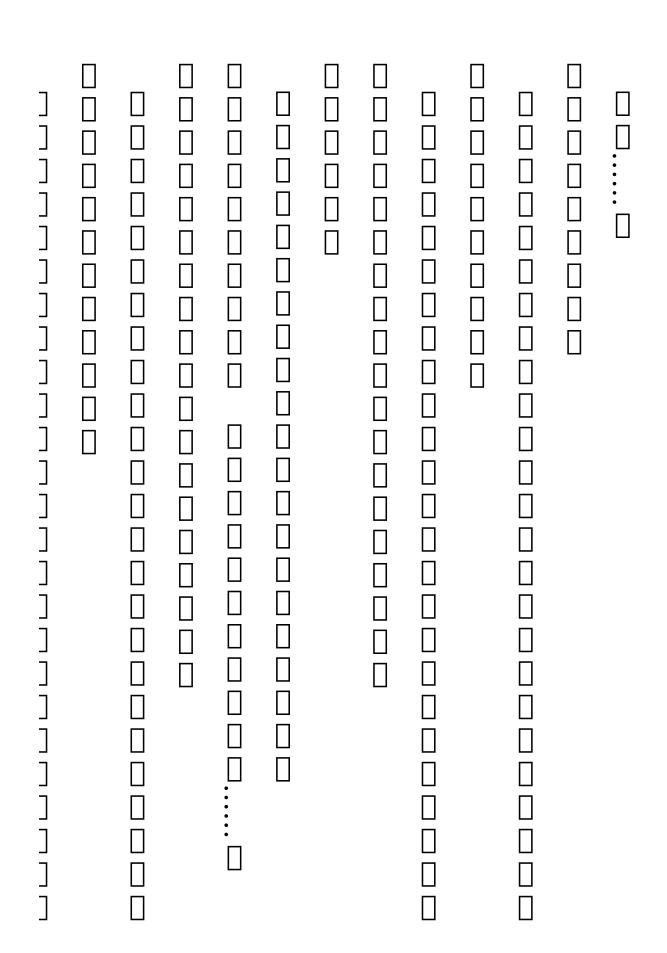


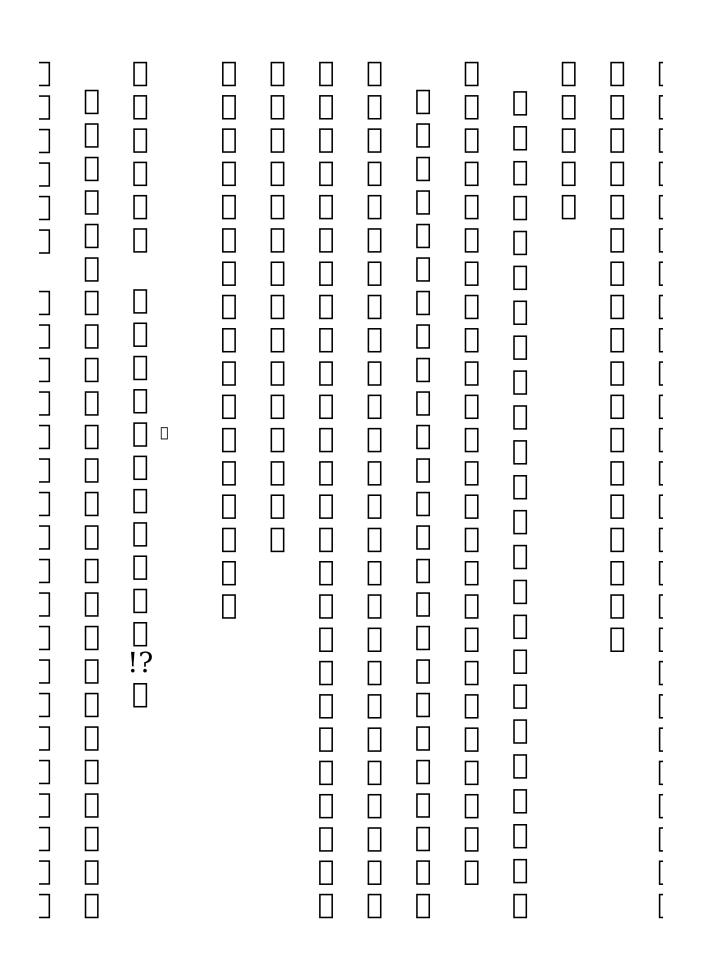




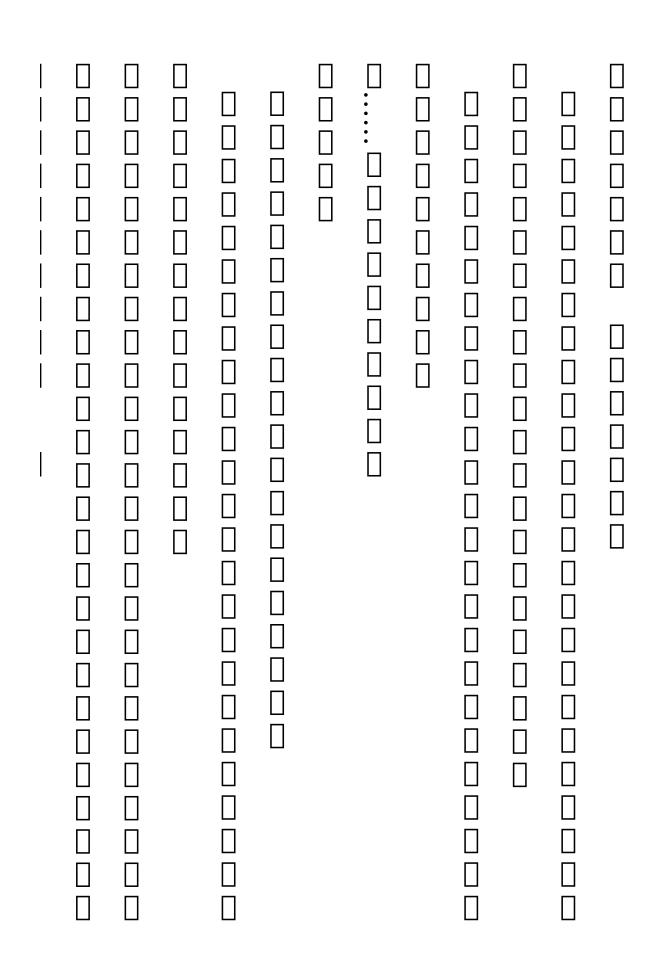
													] [] [] [] [] []
--	--	--	--	--	--	--	--	--	--	--	--	--	---------------------------------

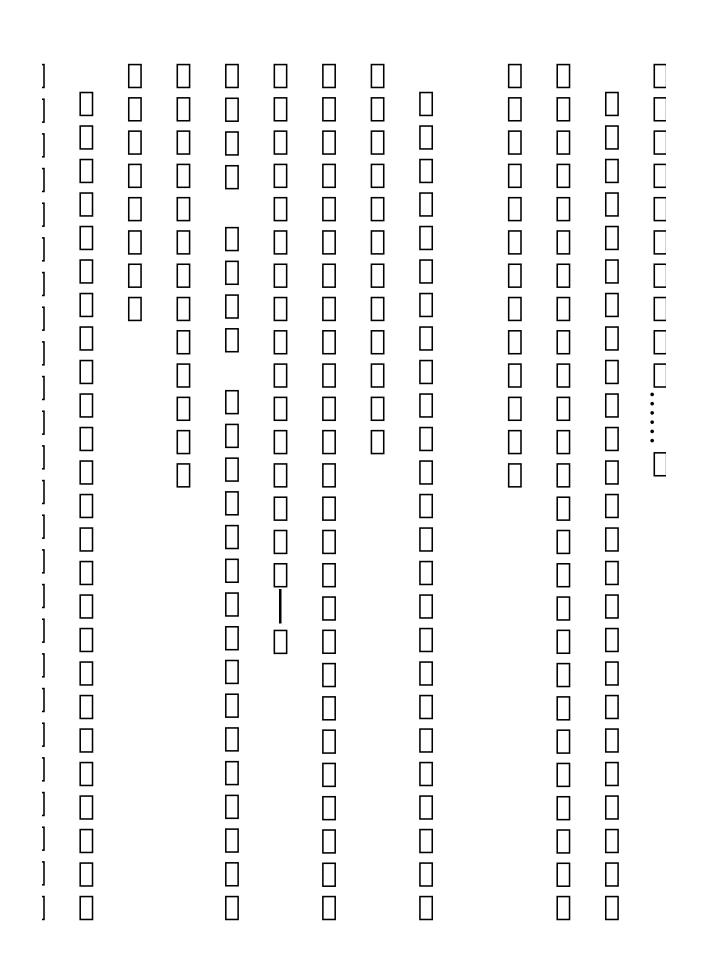




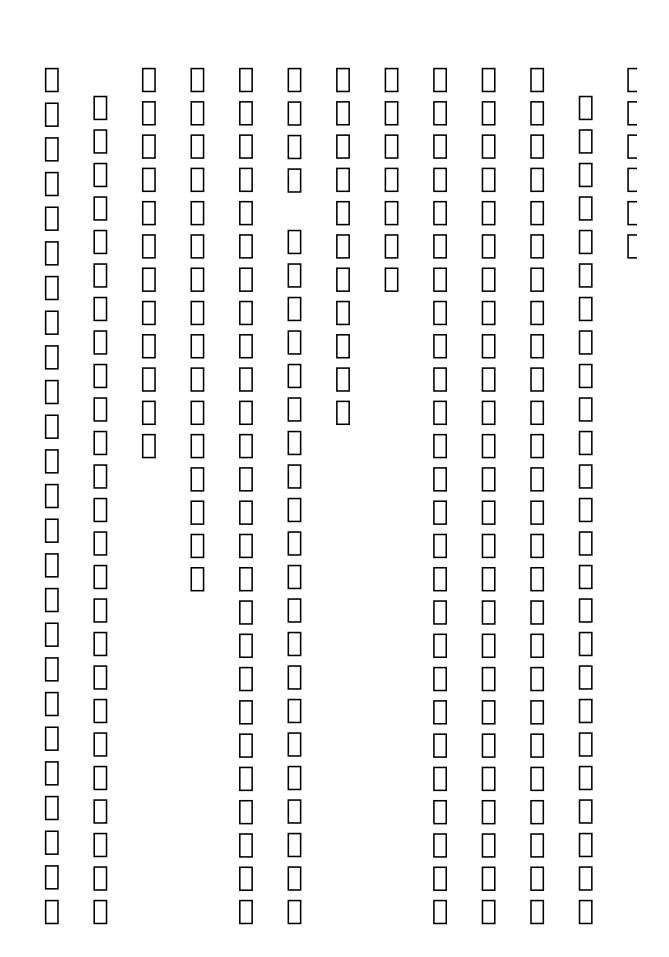


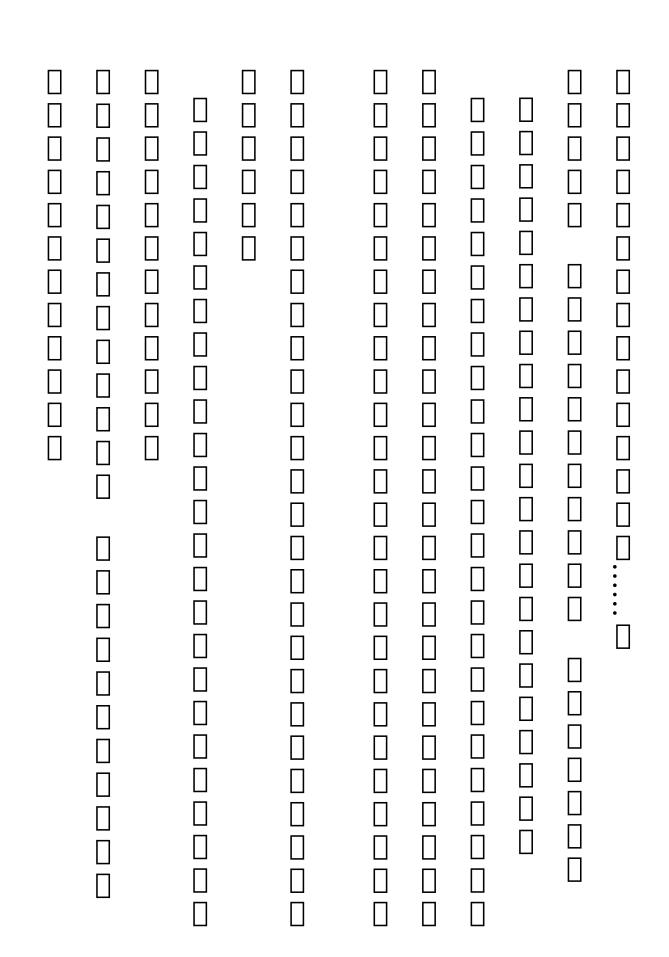
							<b>1-3</b>					
--	--	--	--	--	--	--	------------	--	--	--	--	--

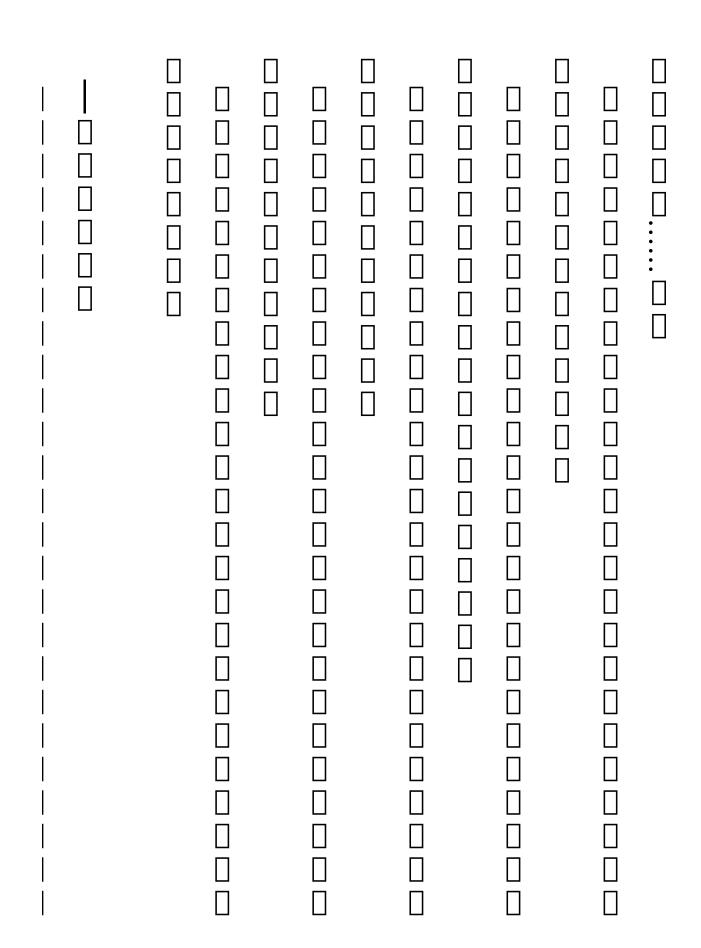


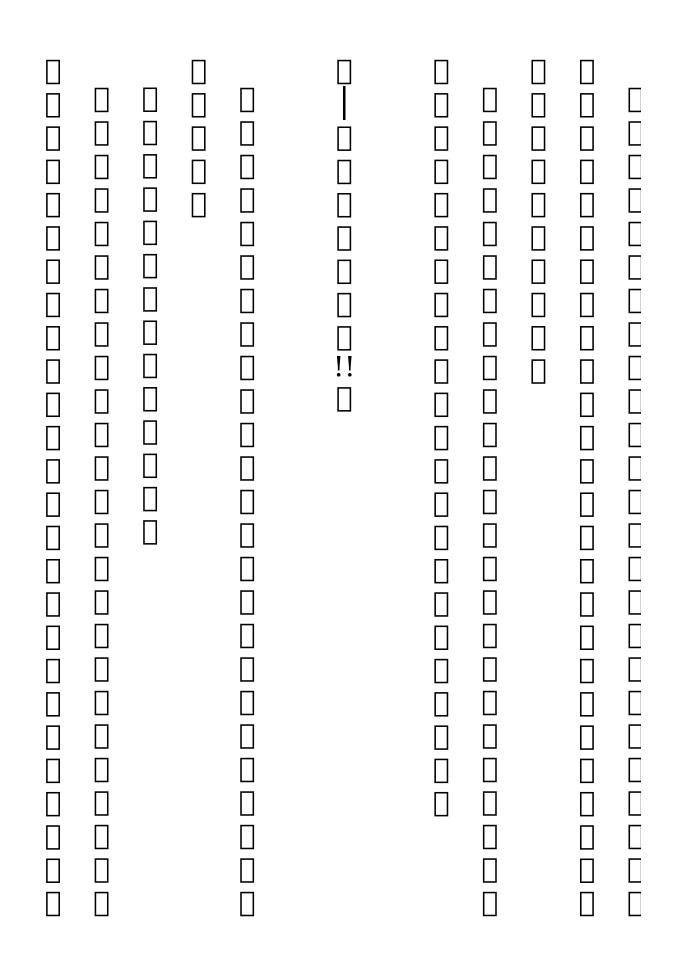


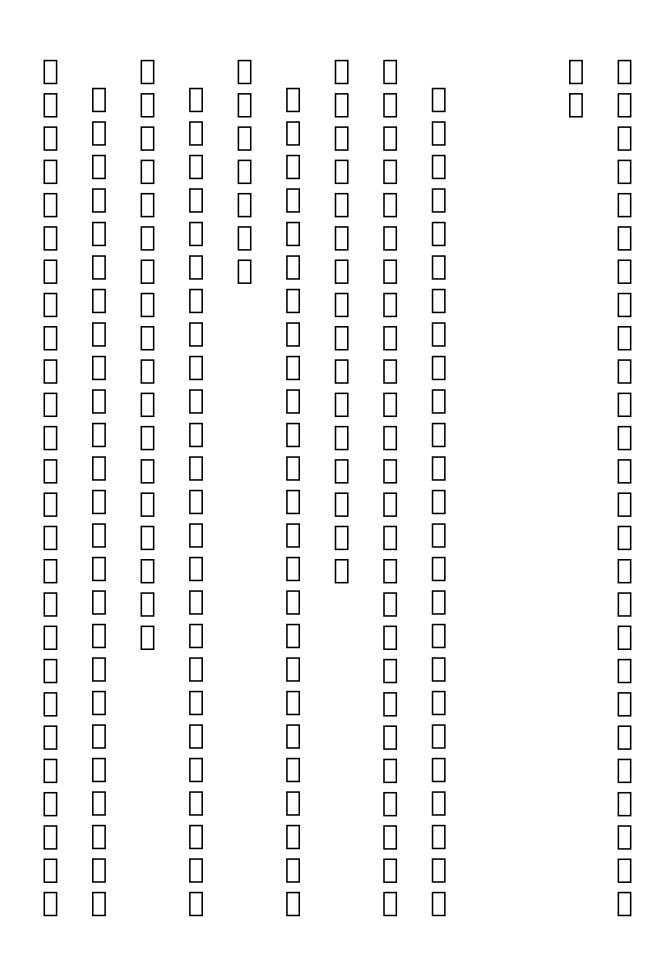
1-6

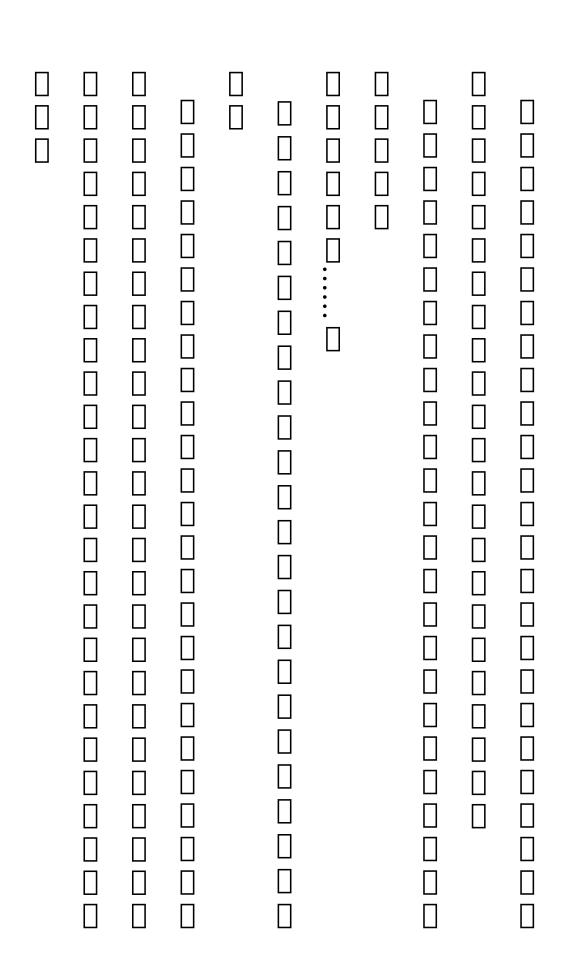


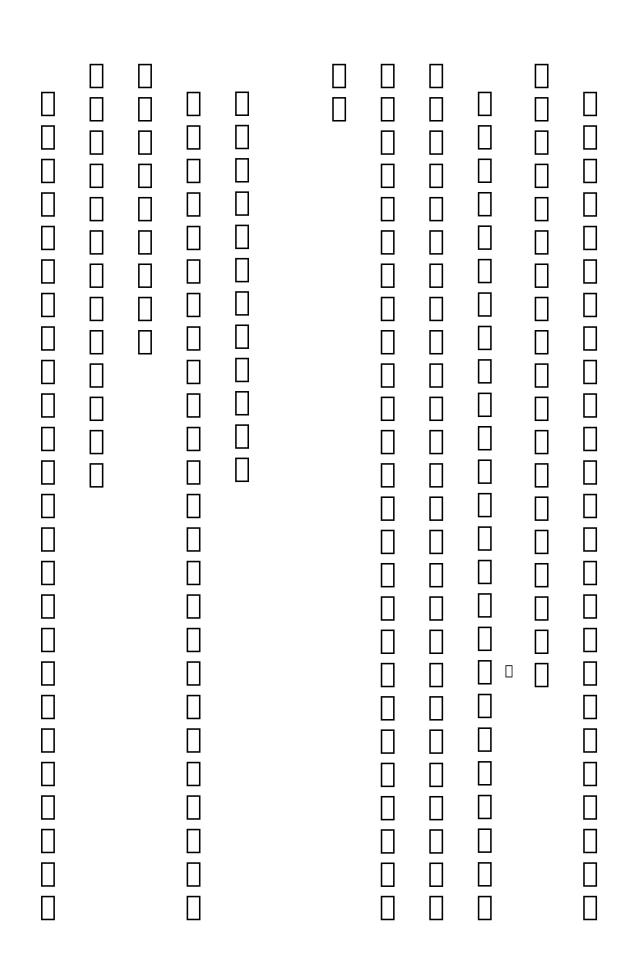


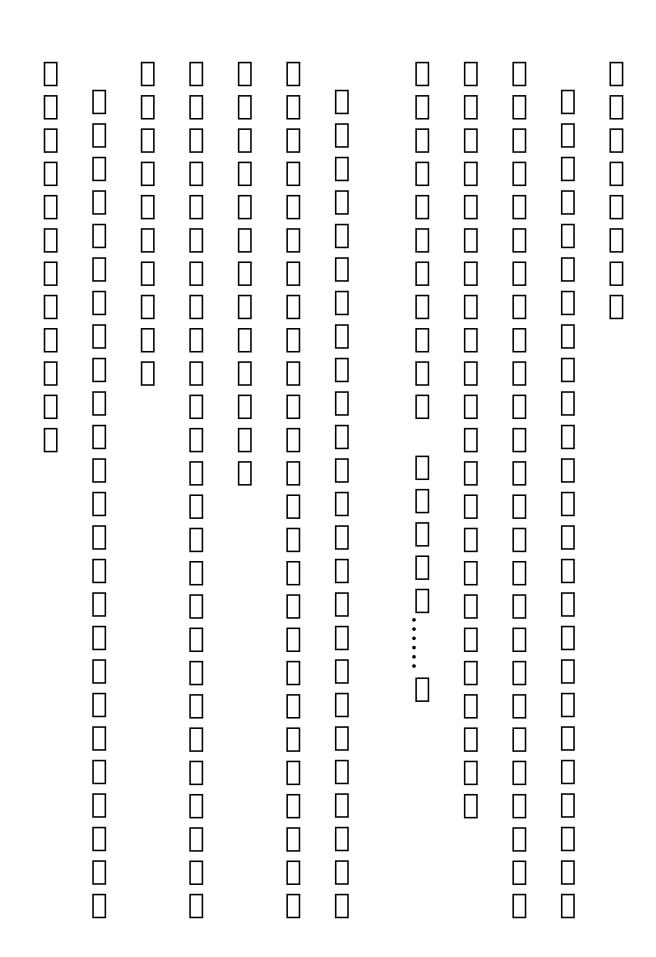


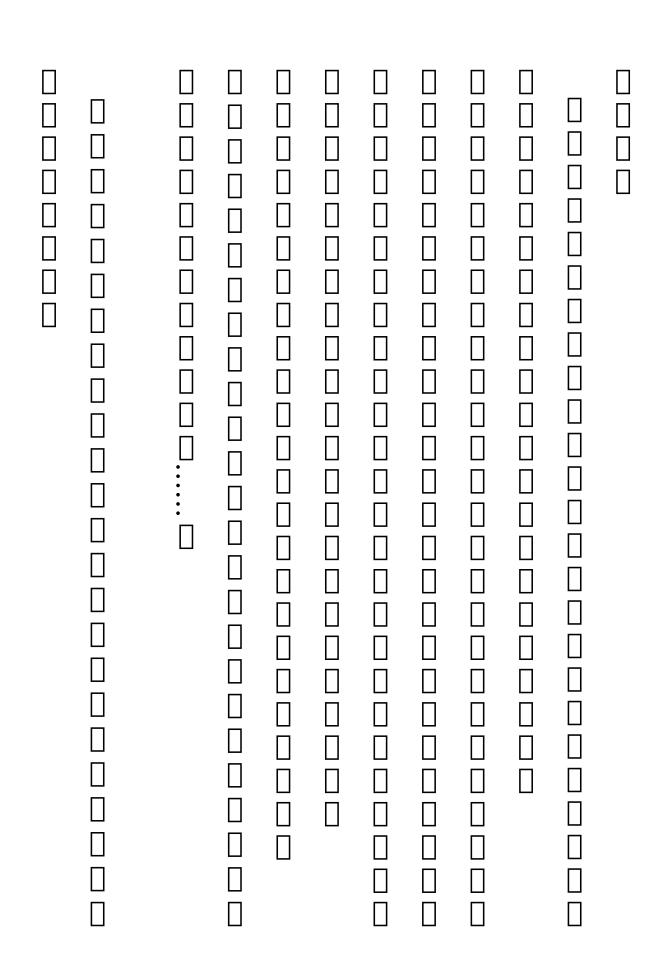


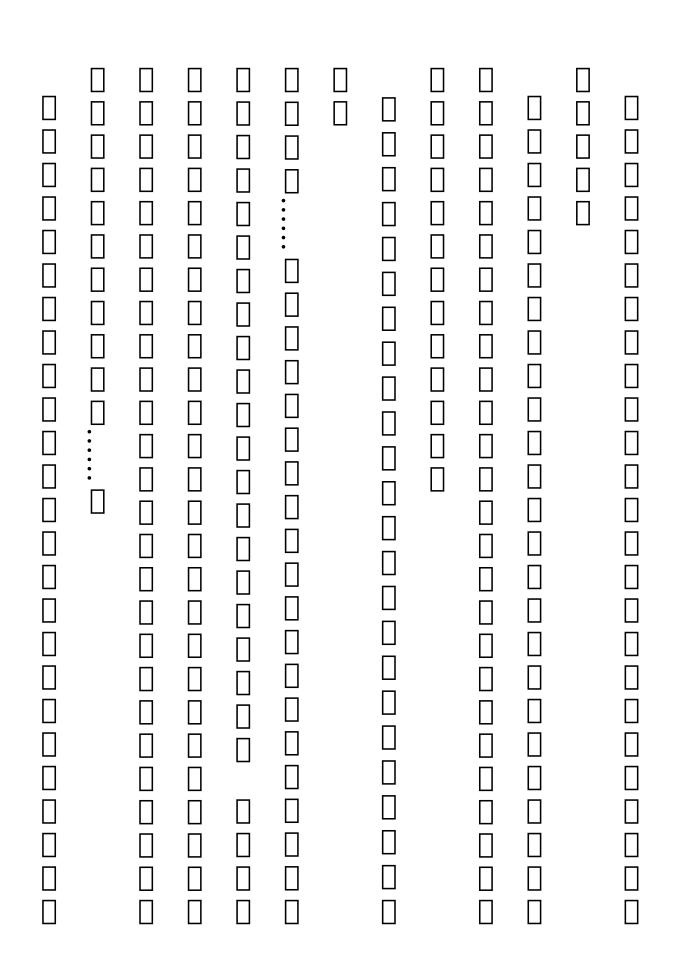


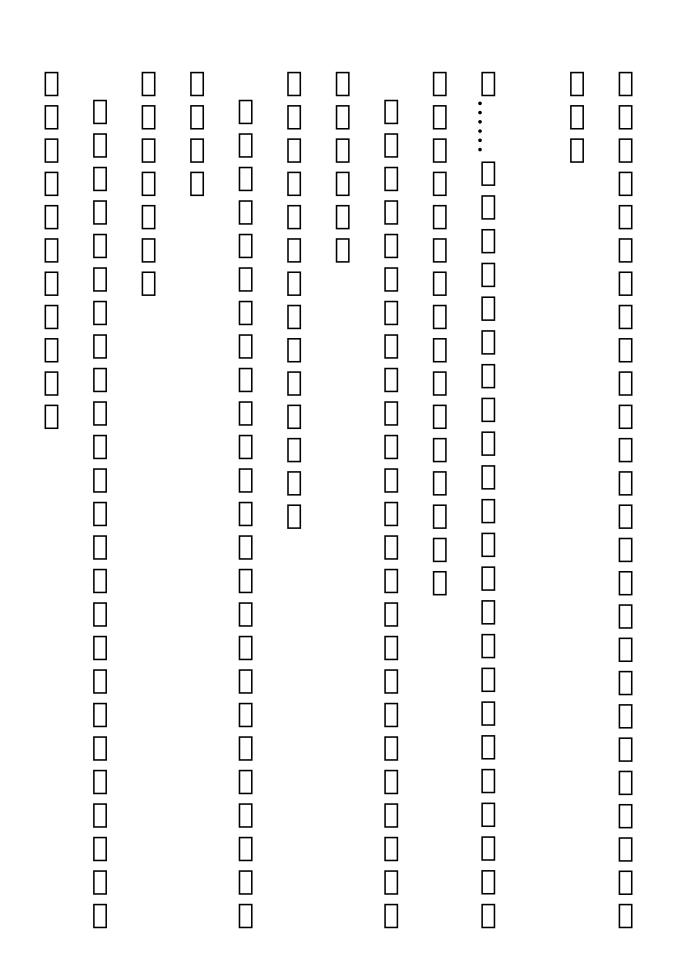


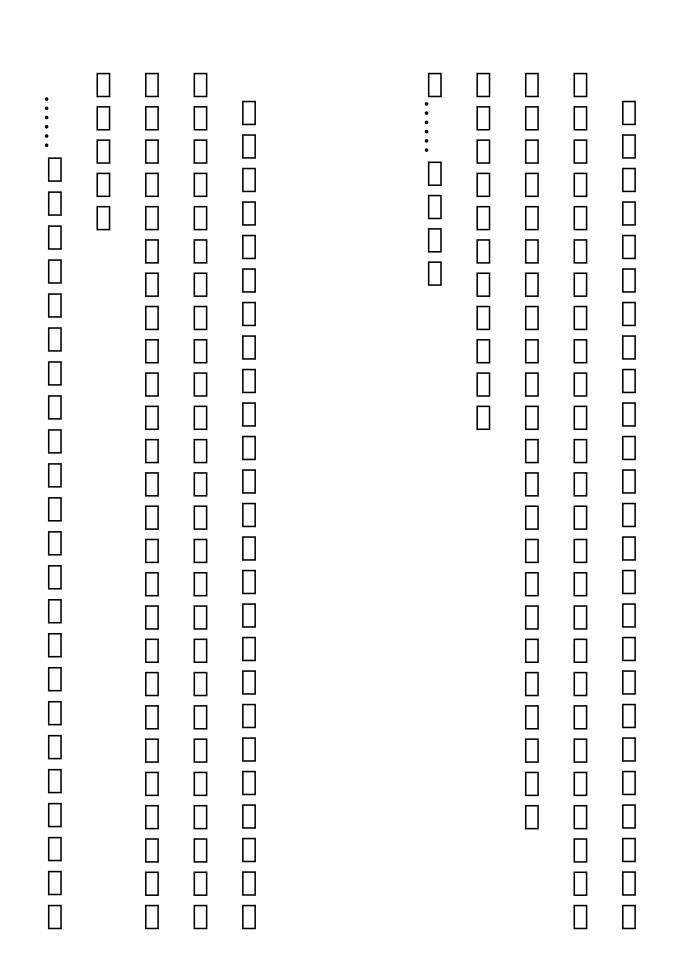




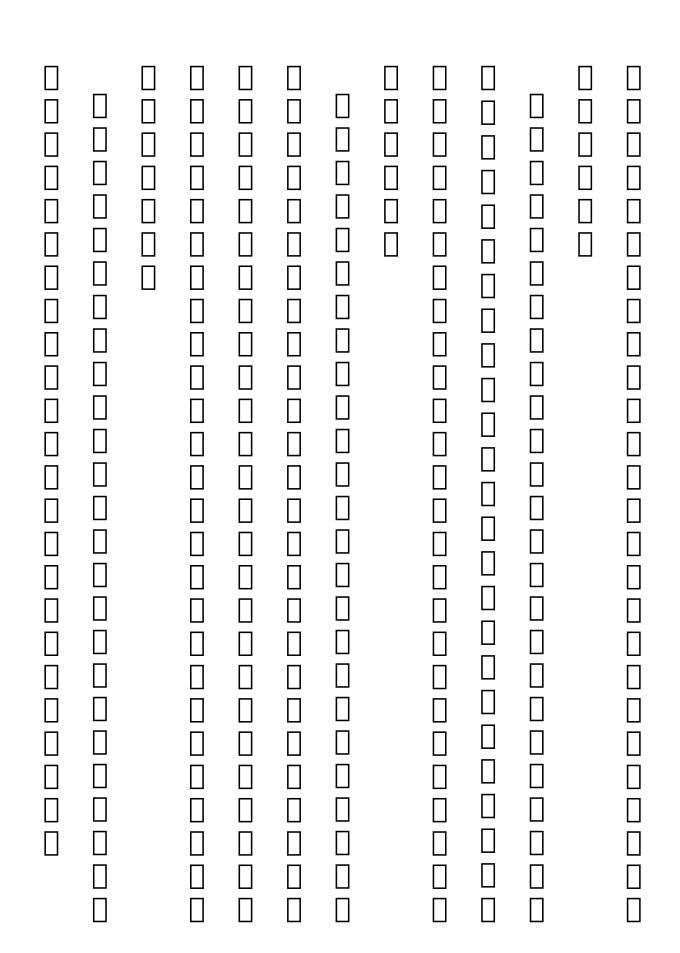




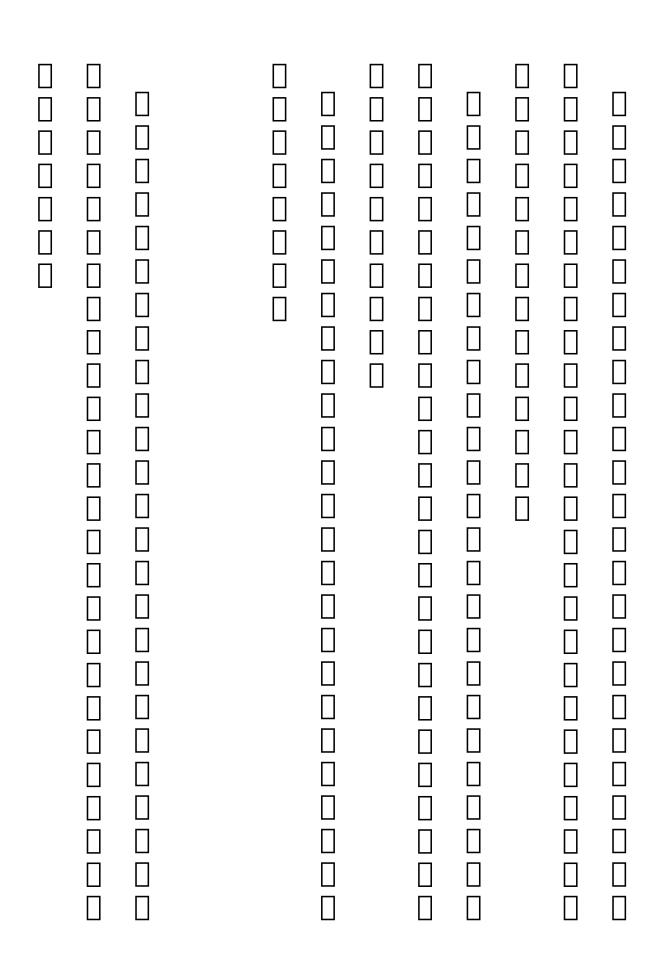


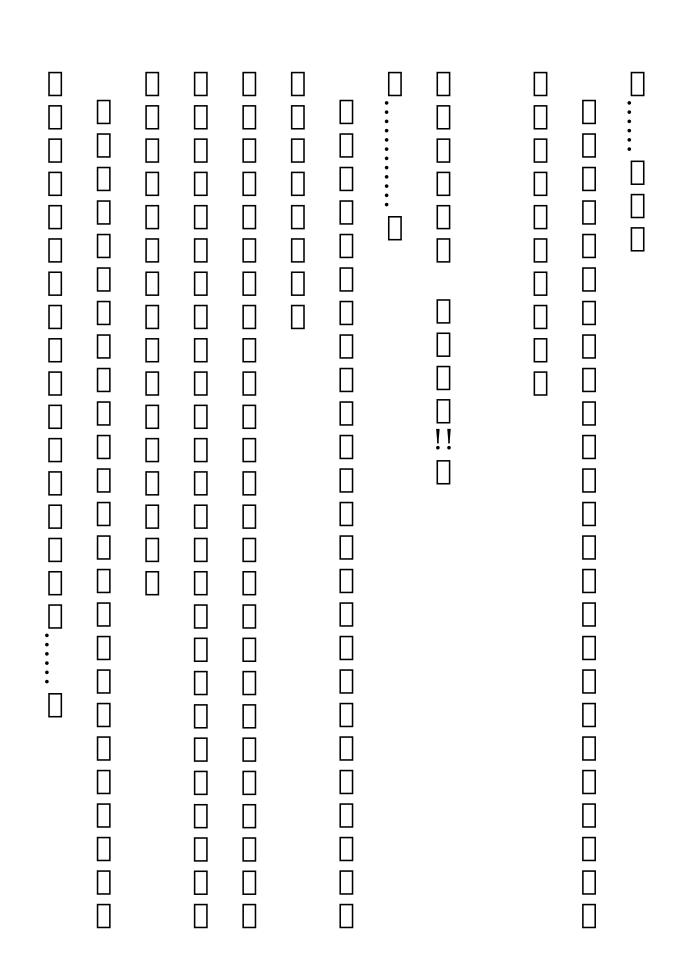


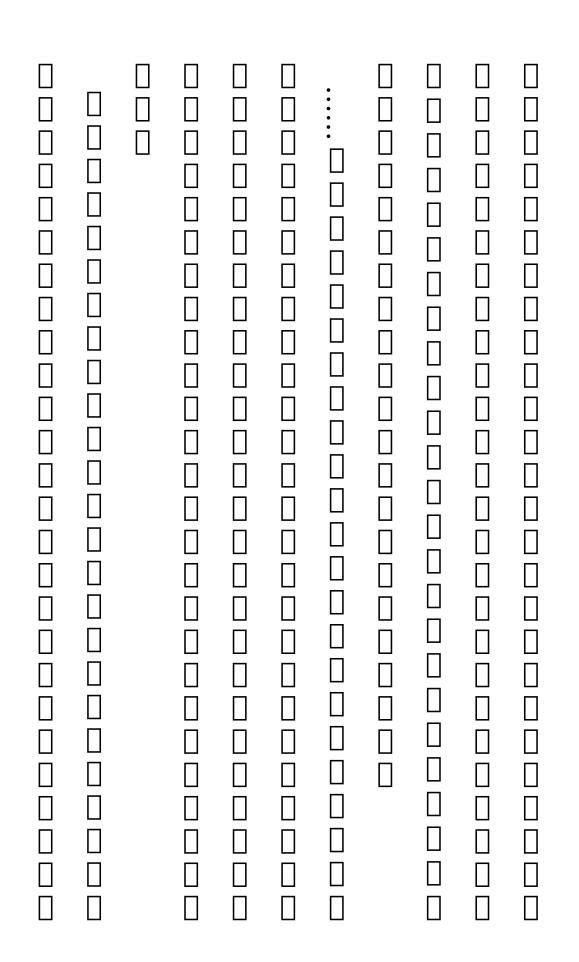
|--|

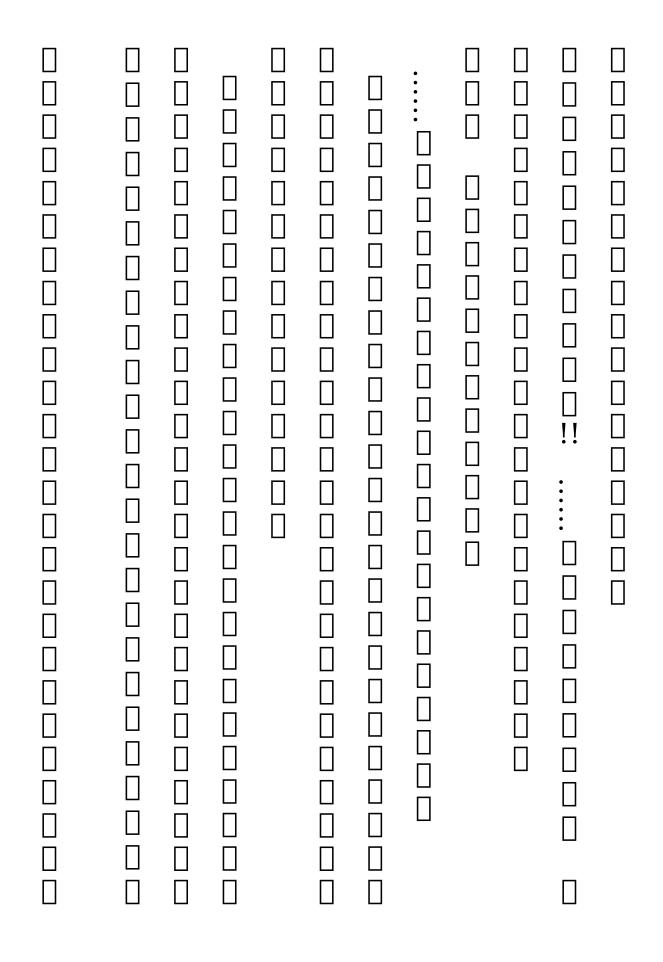


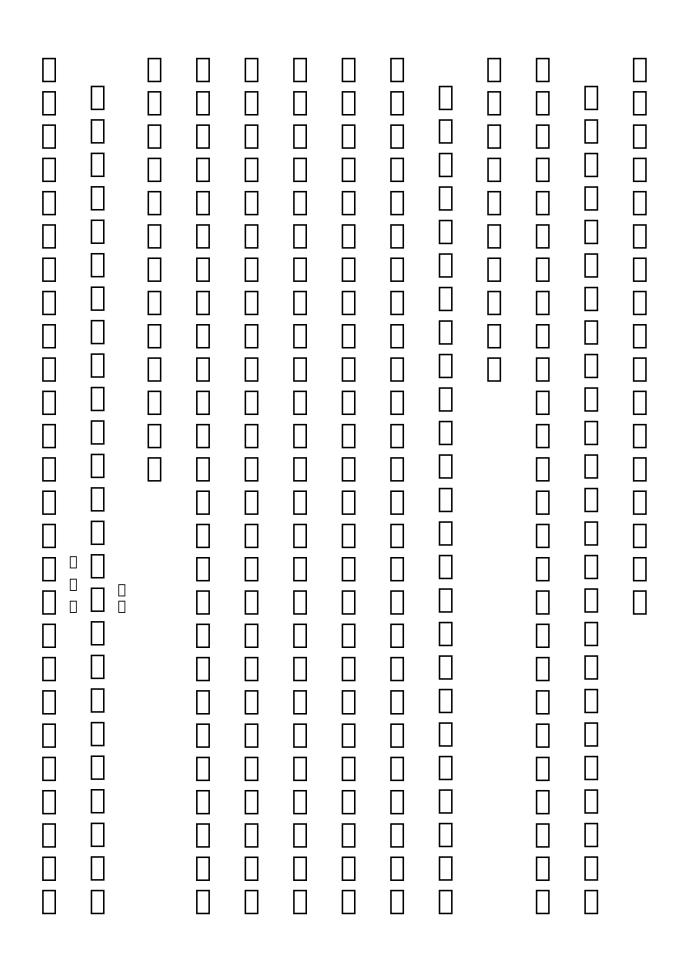
|--|--|

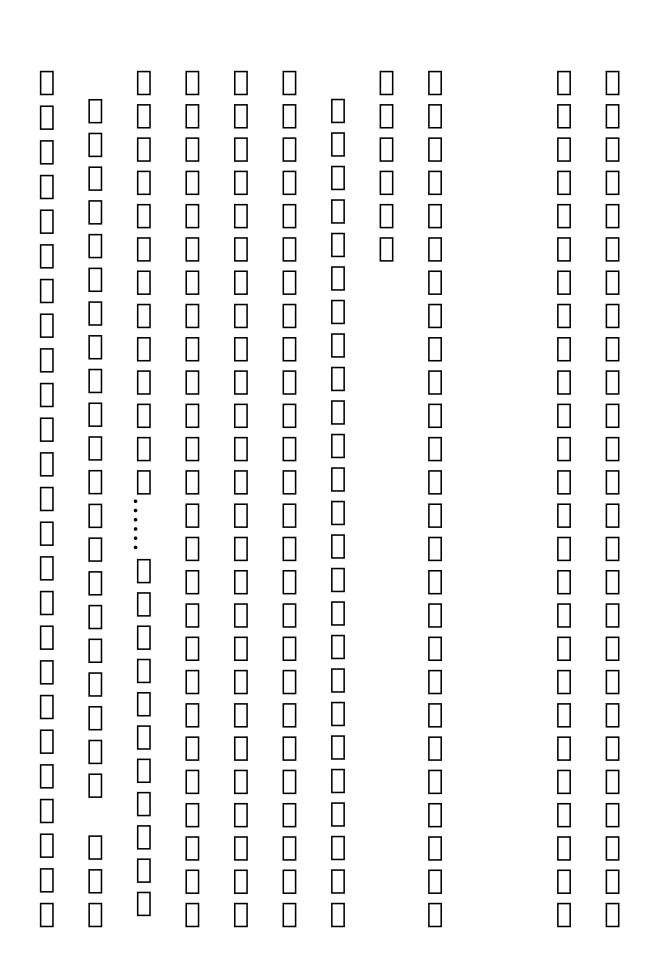


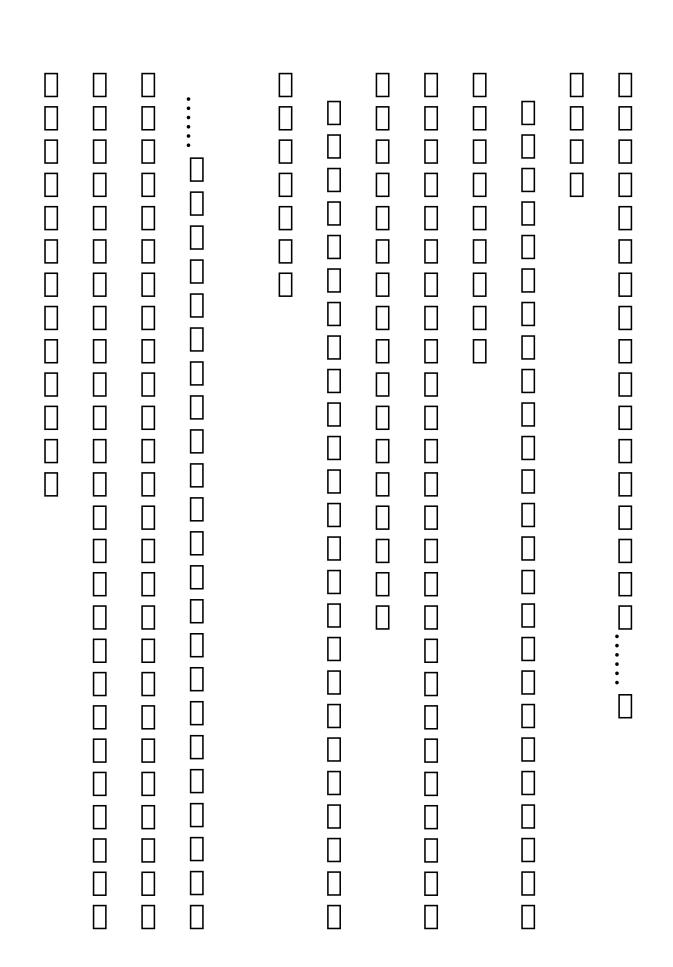


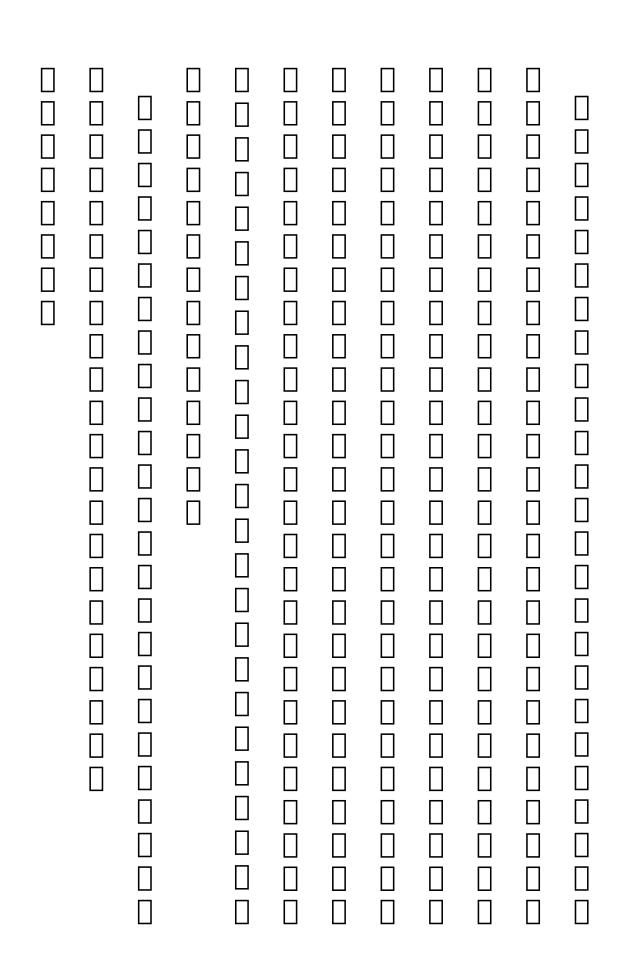


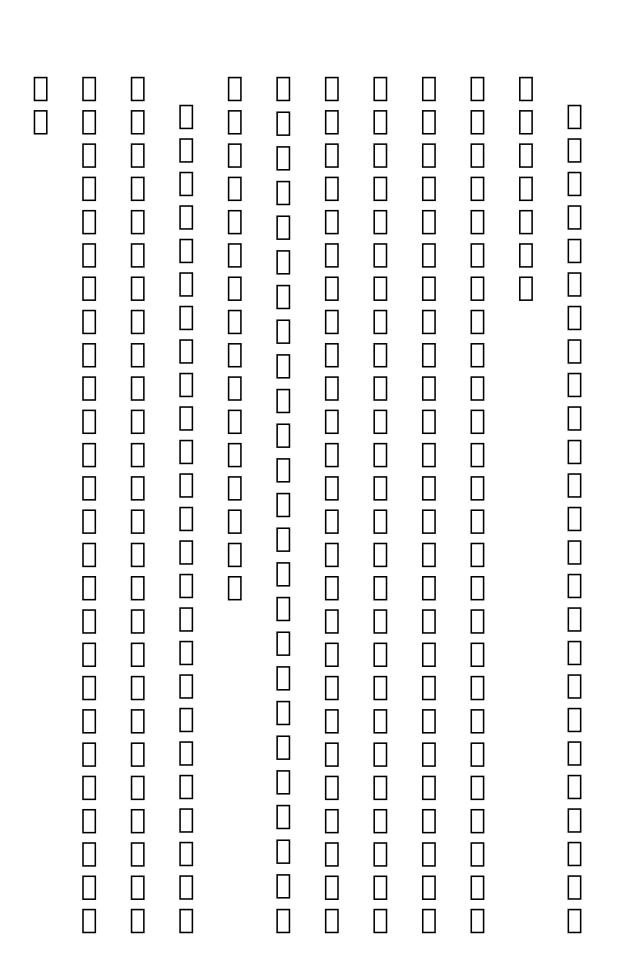


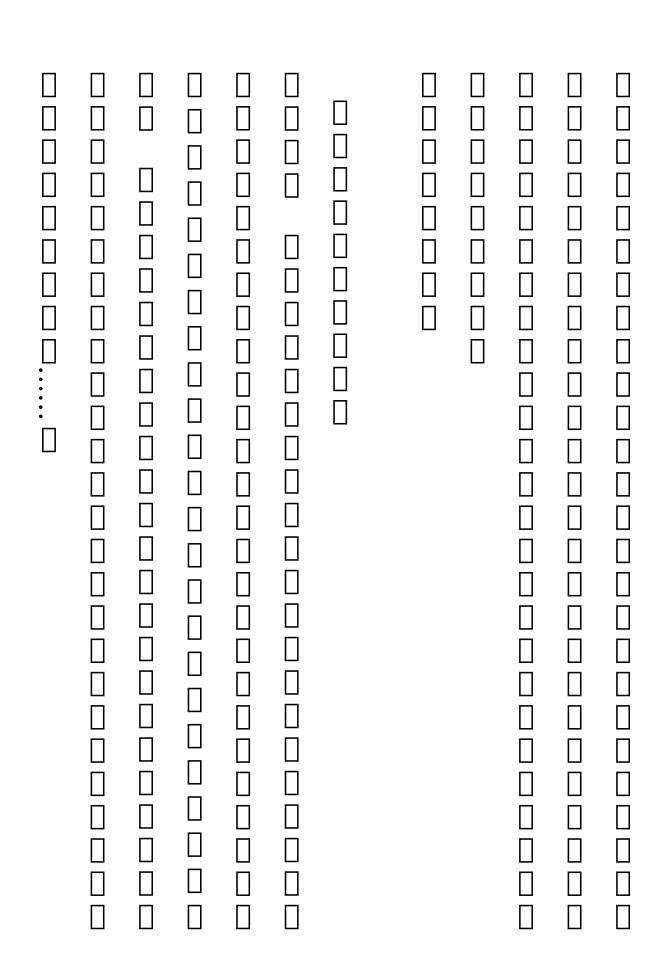


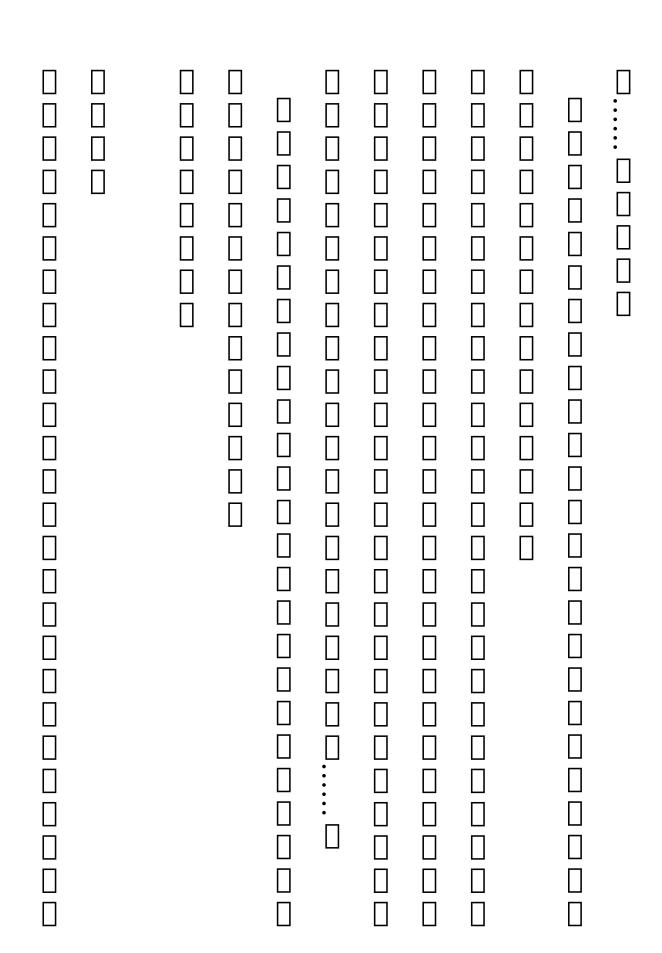






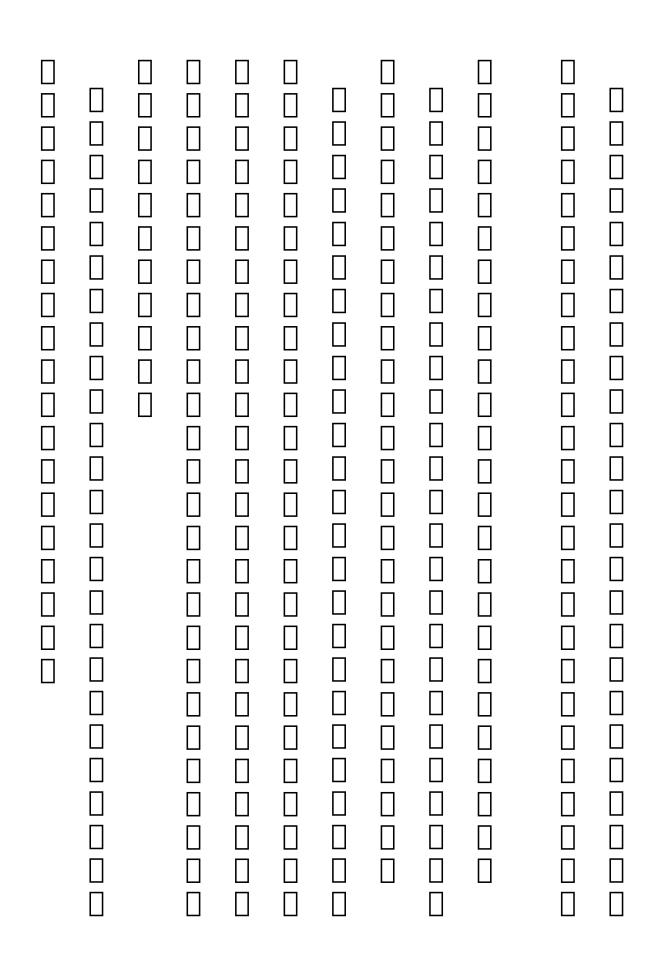


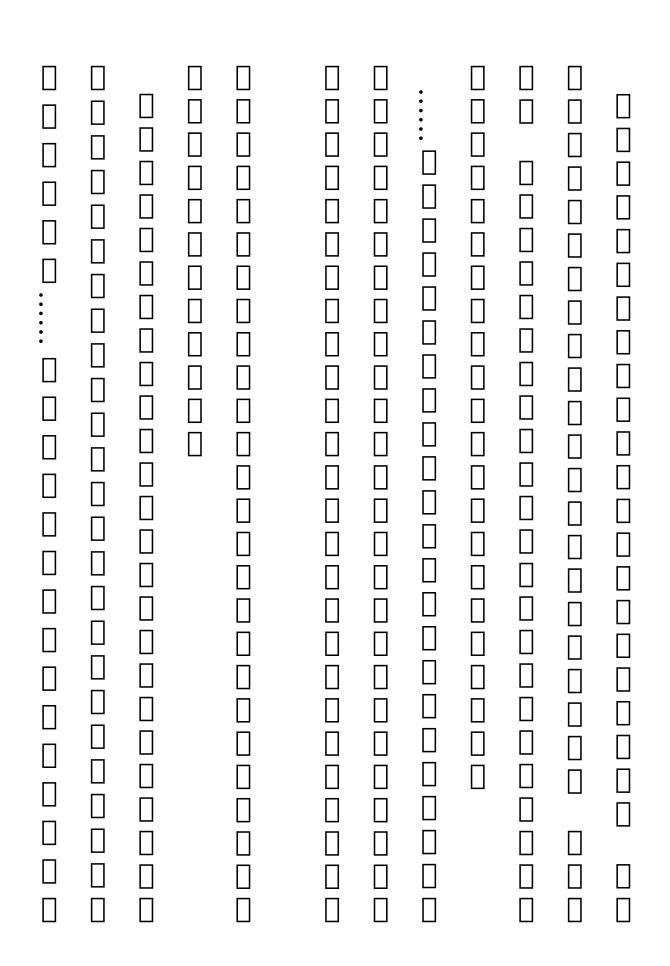


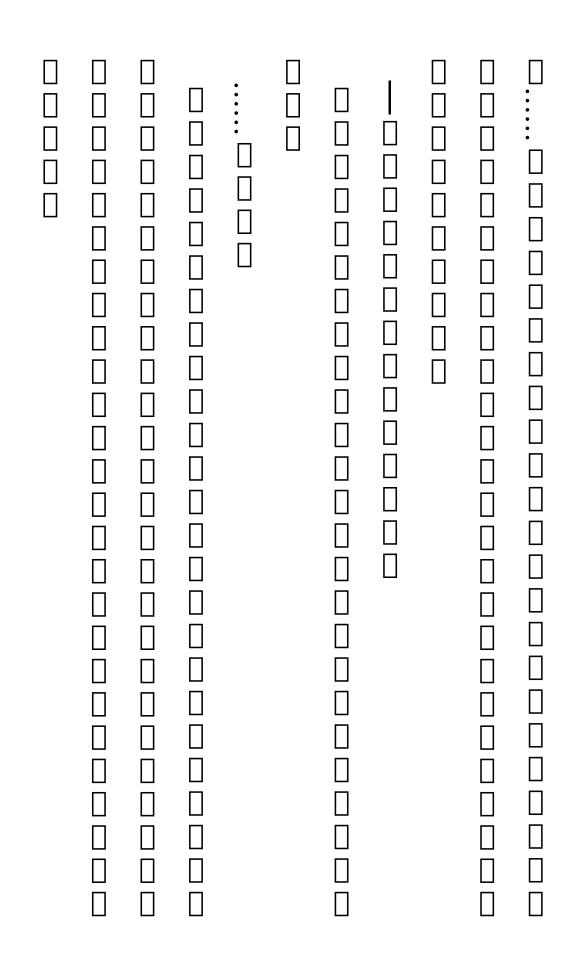


|--|

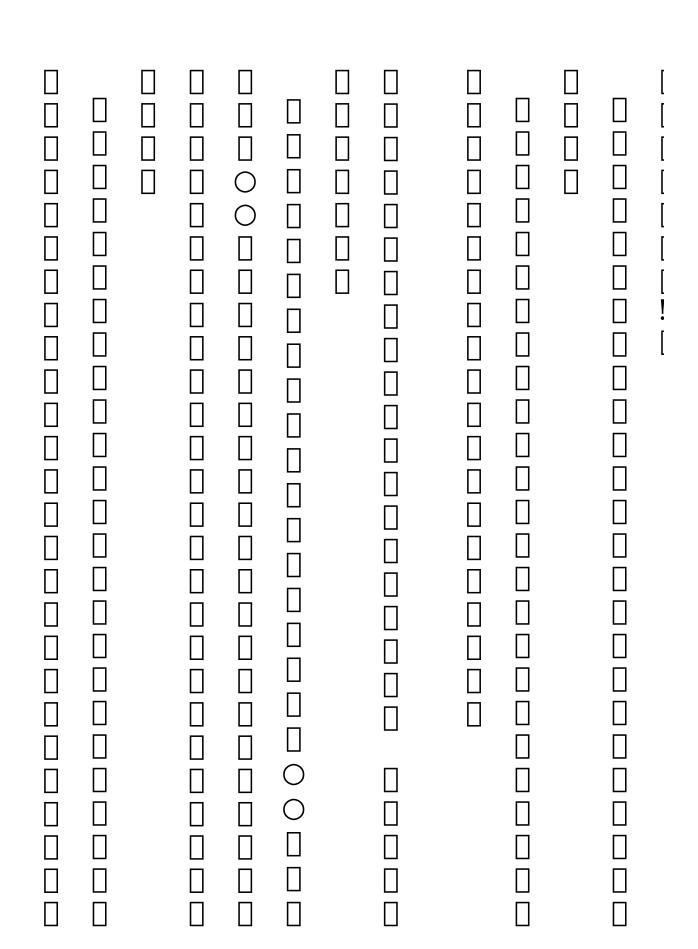
**— 228-32** —

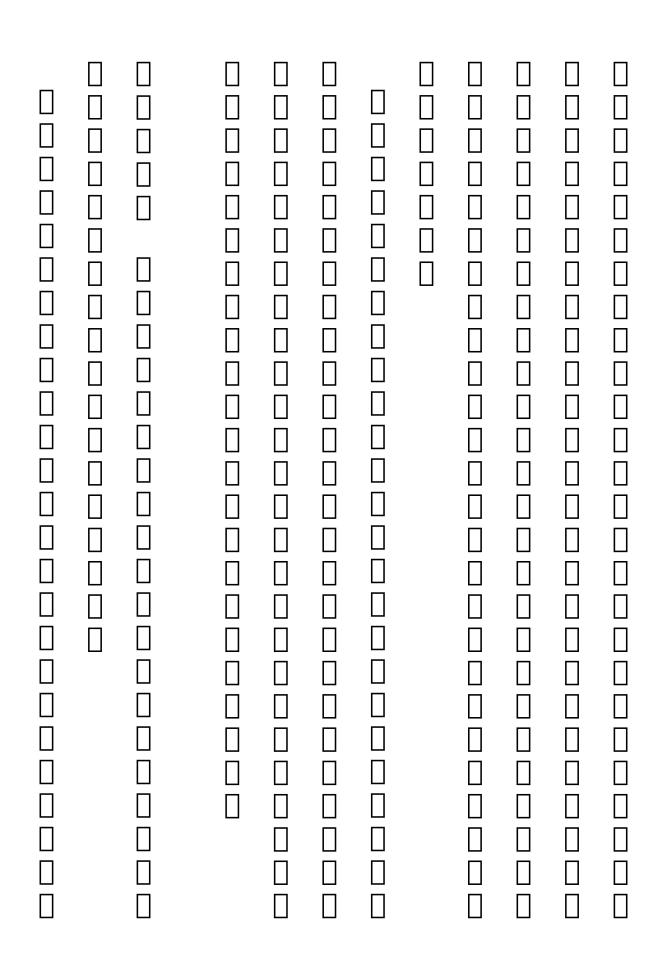


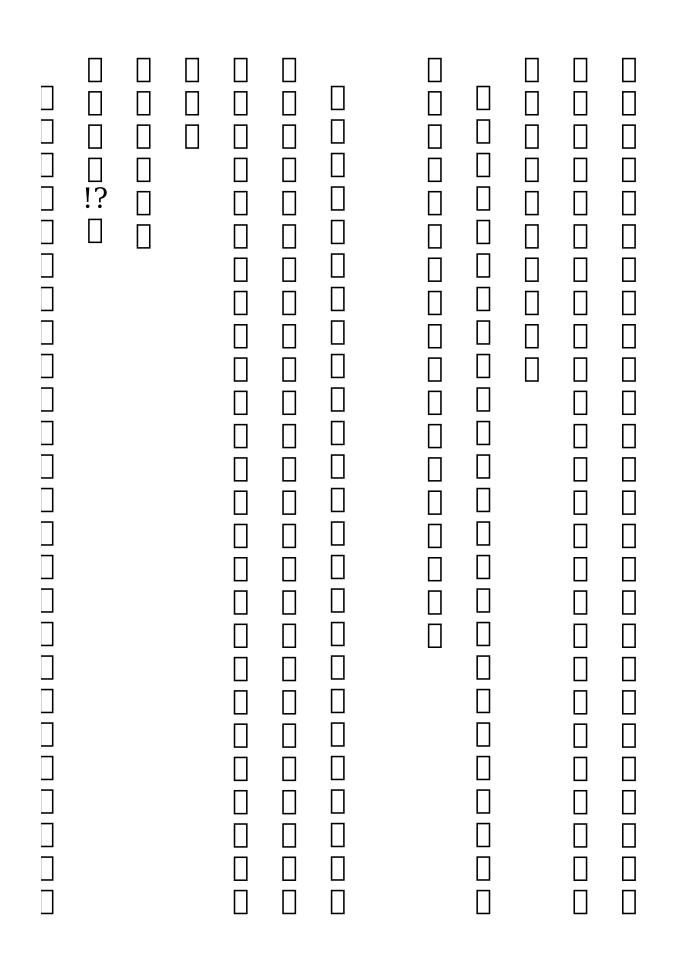


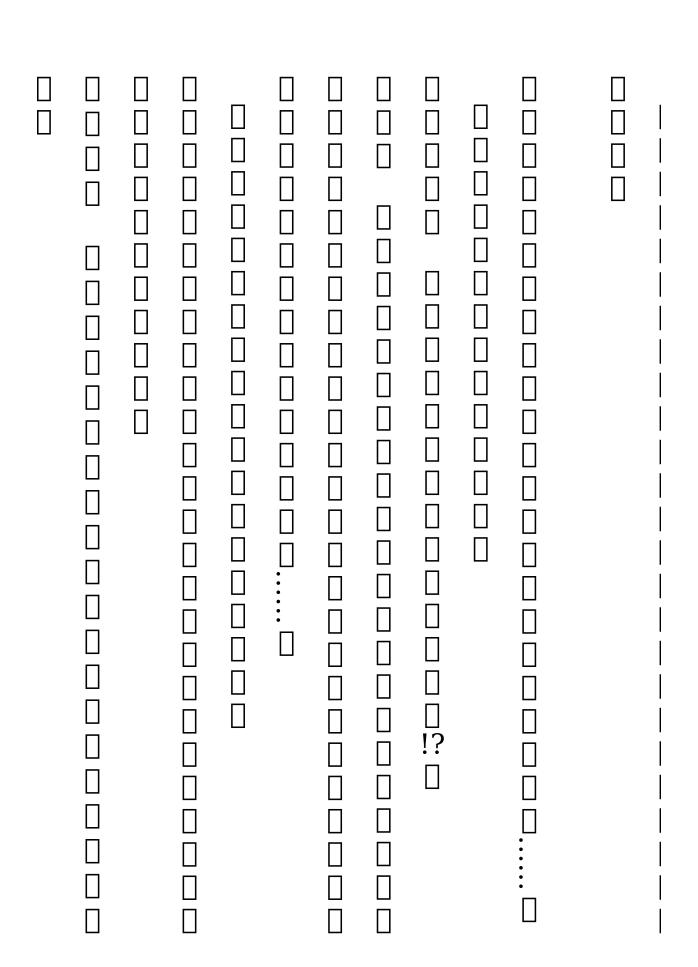


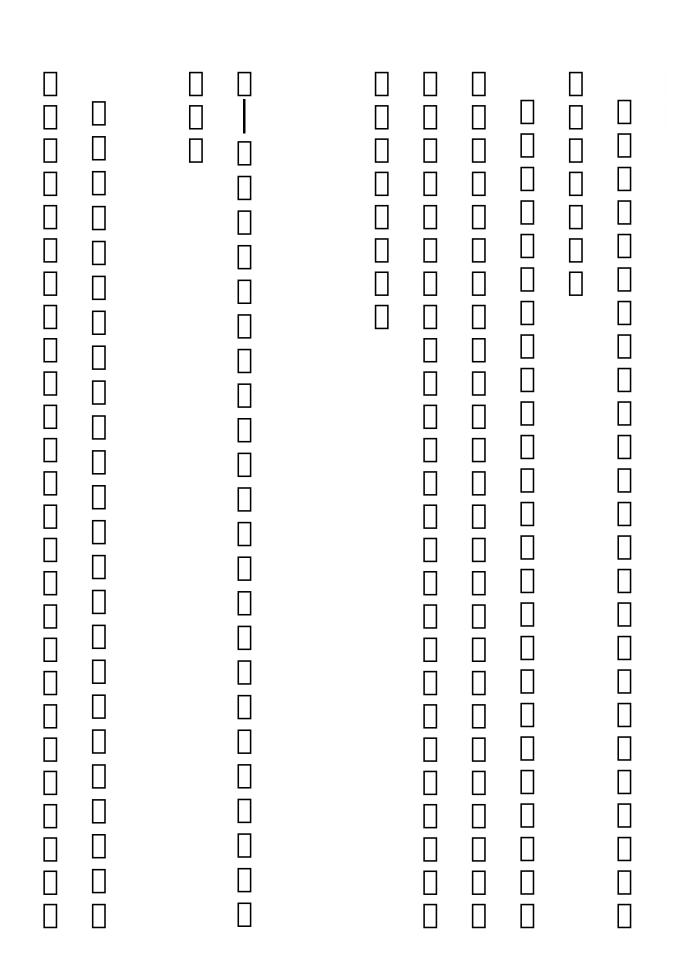
|--|--|--|--|--|--|--|--|--|--|

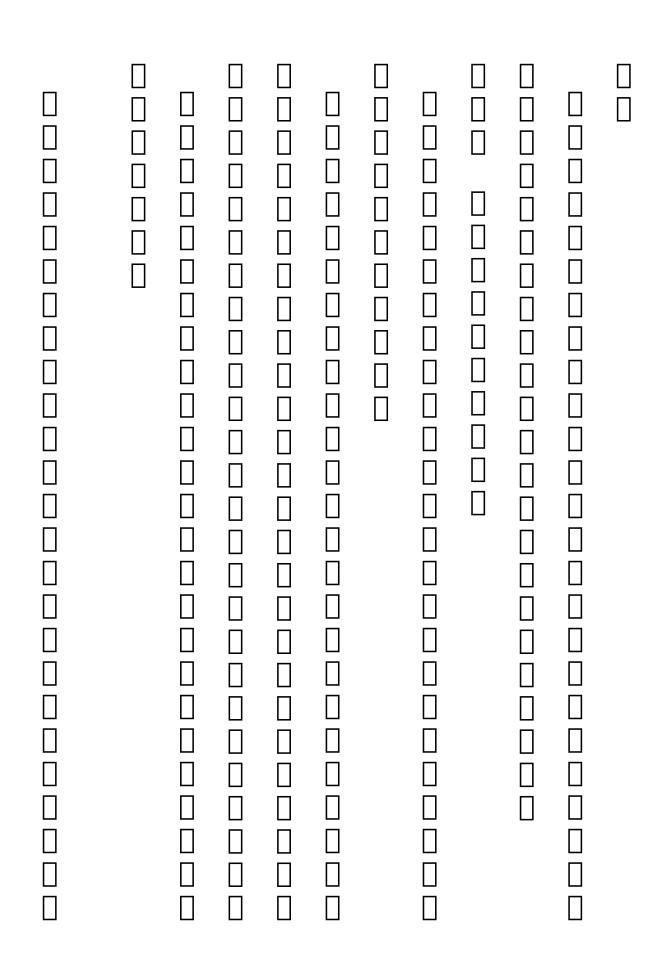


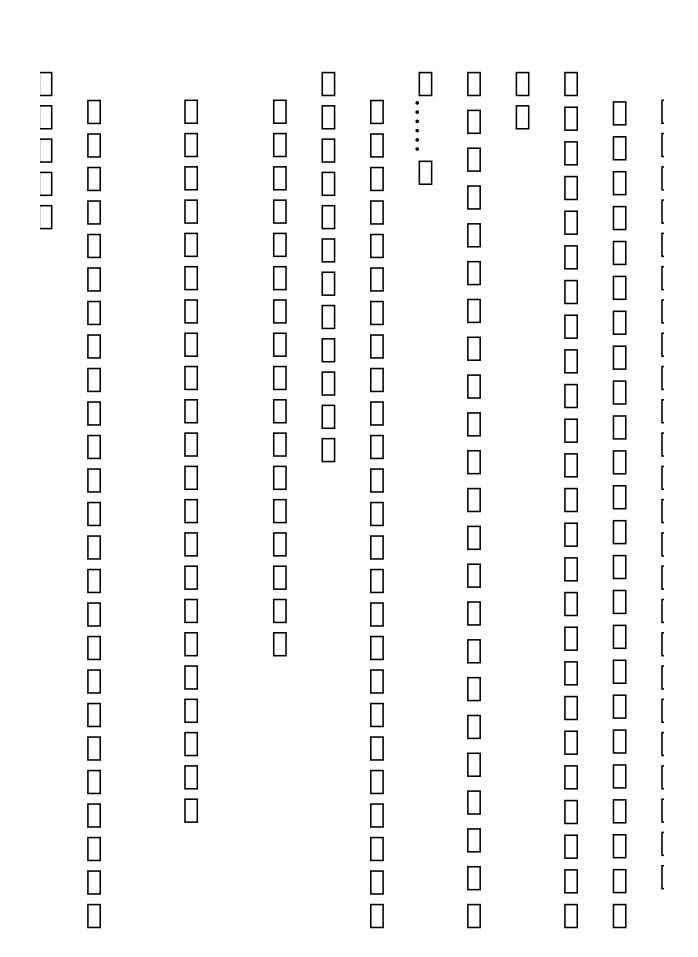


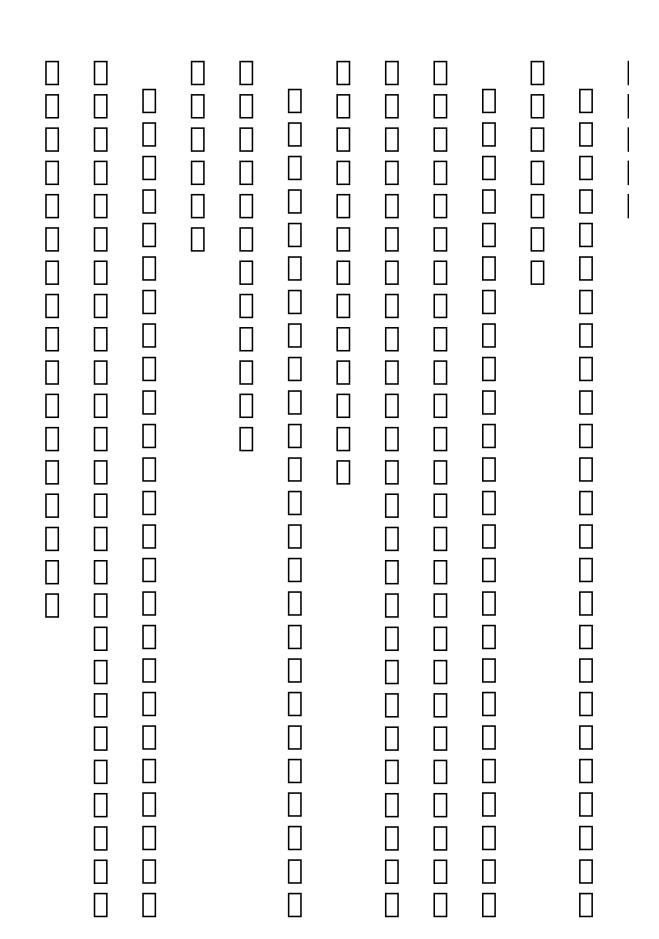






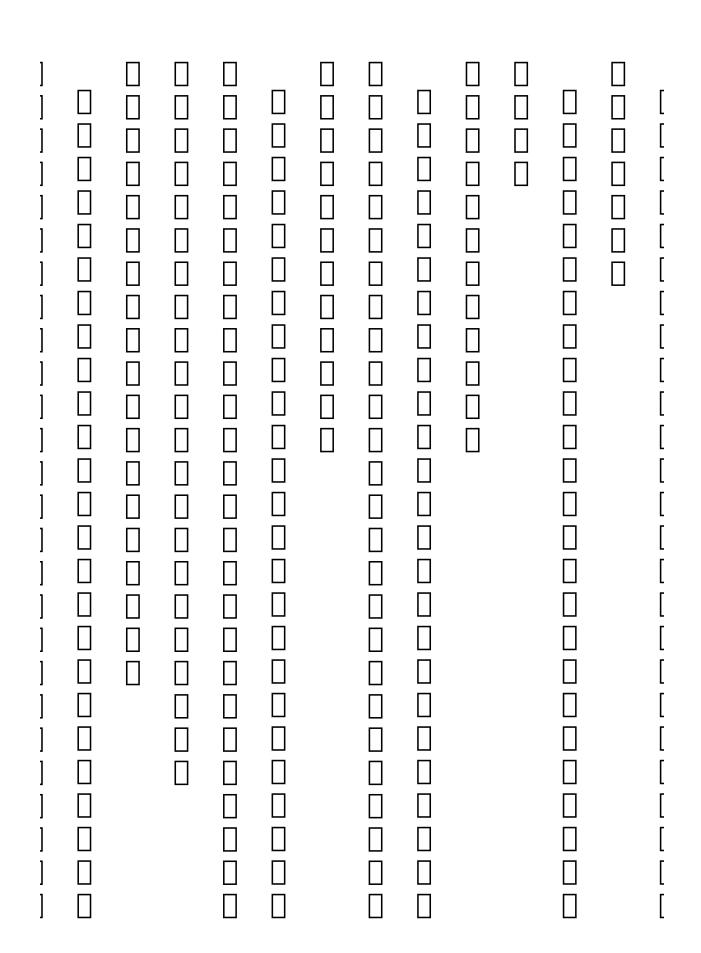


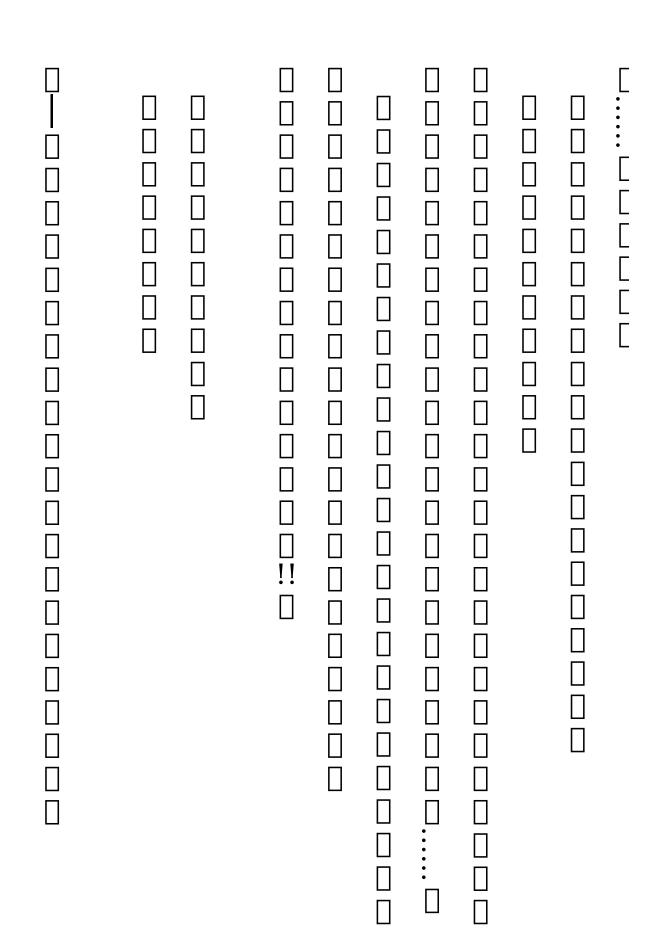




			] ] ] [
--	--	--	------------------

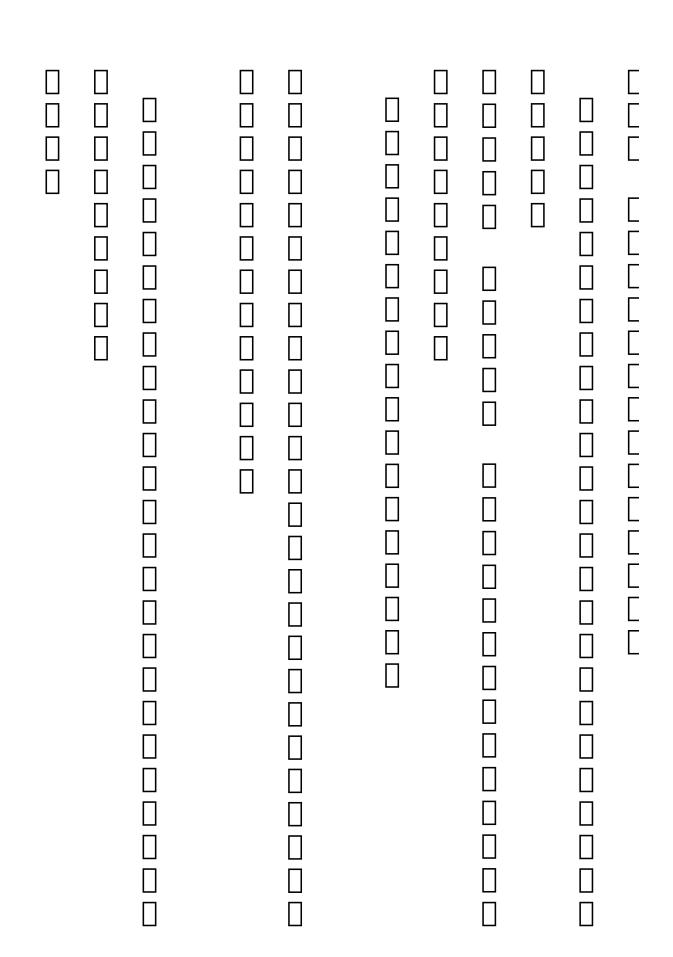
	Ш					

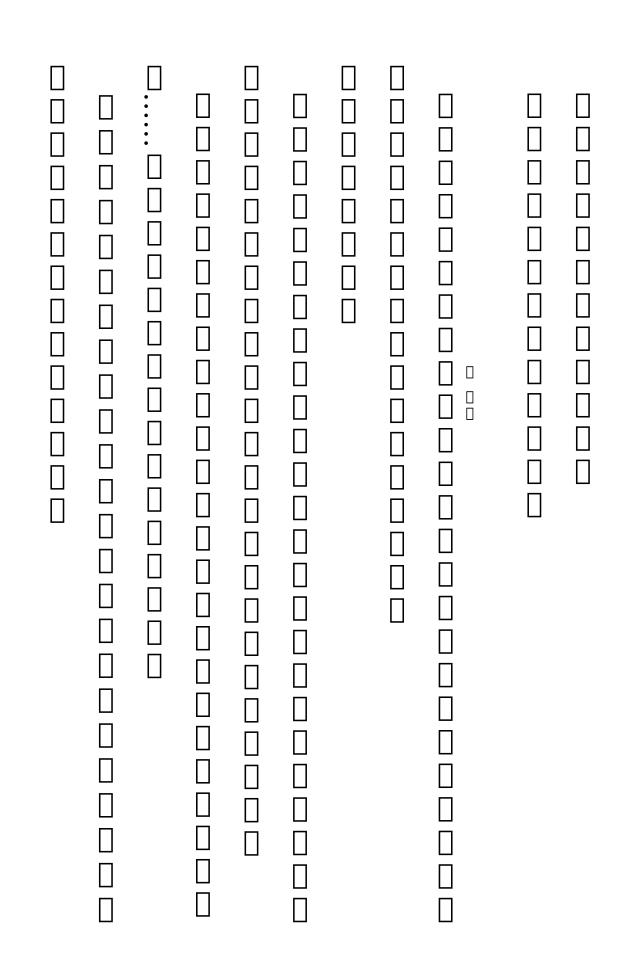


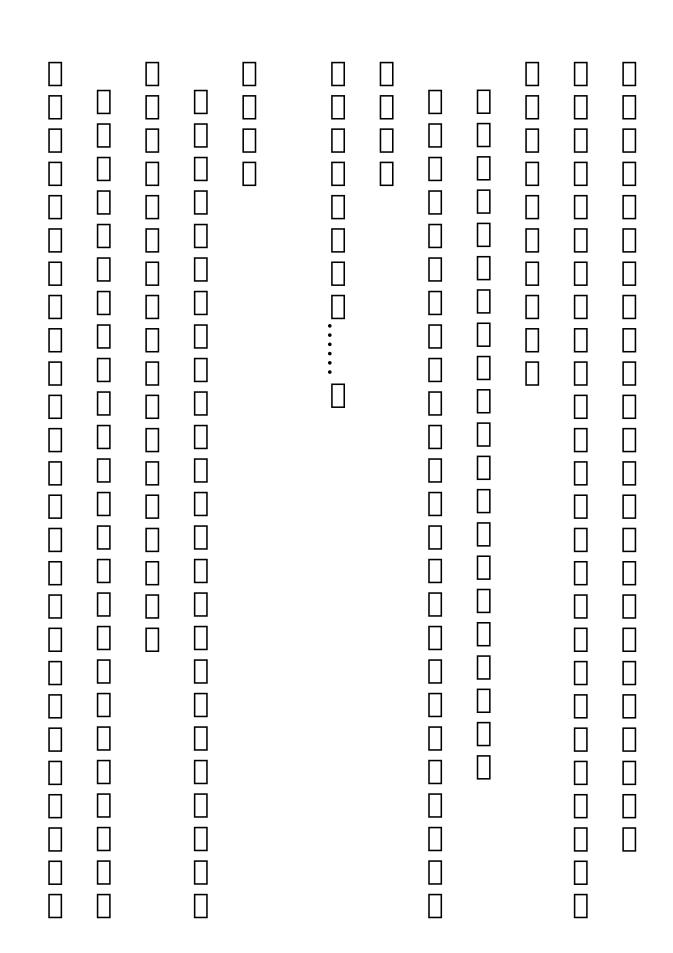


|--|--|--|--|--|--|--|--|--|--|

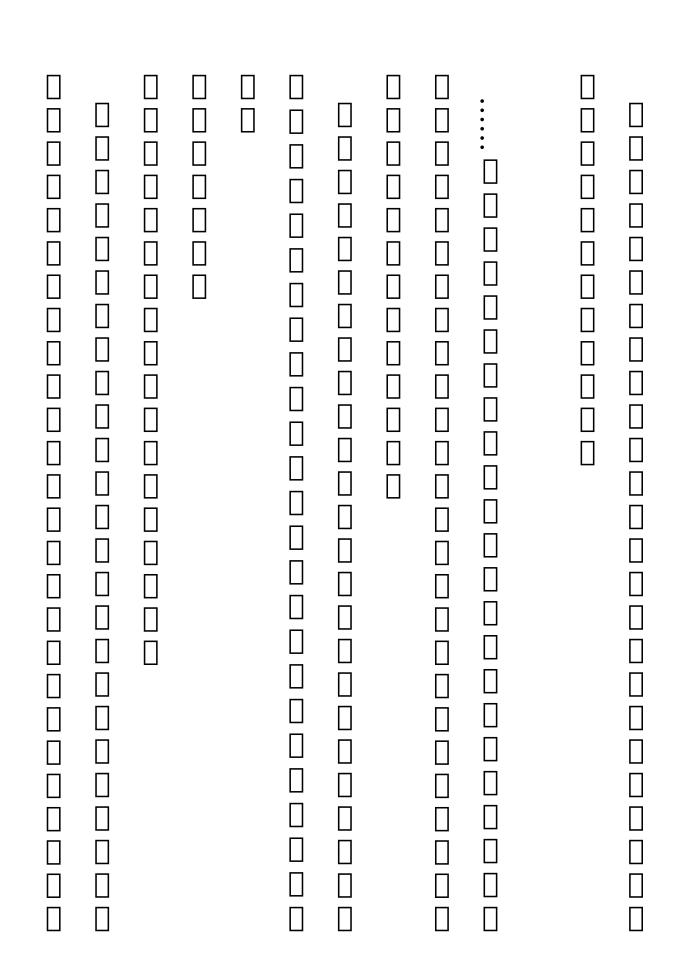
|--|--|--|--|--|--|--|--|--|--|--|



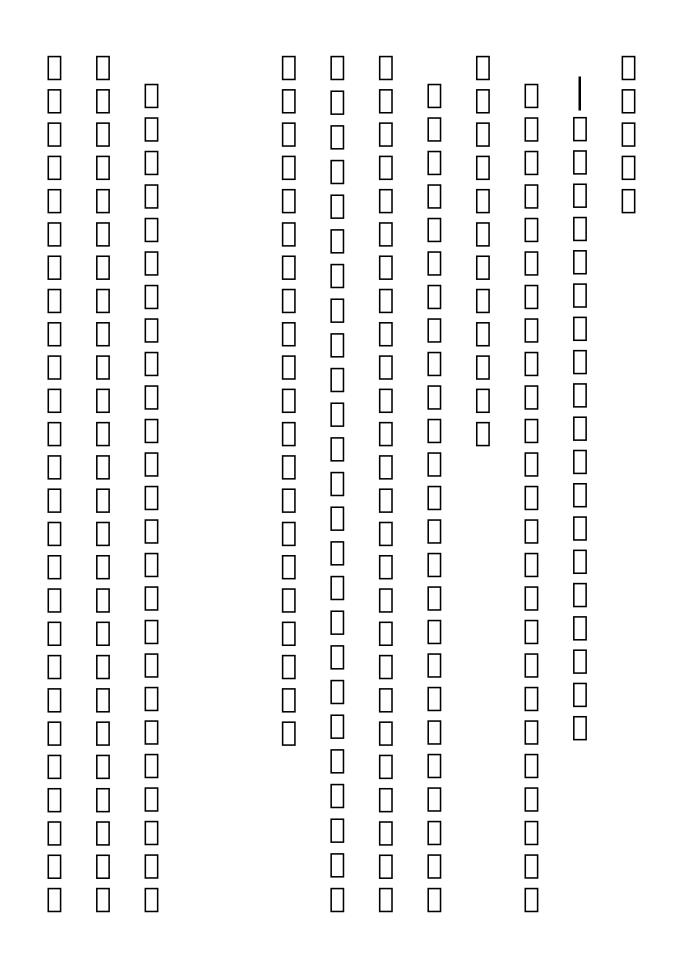


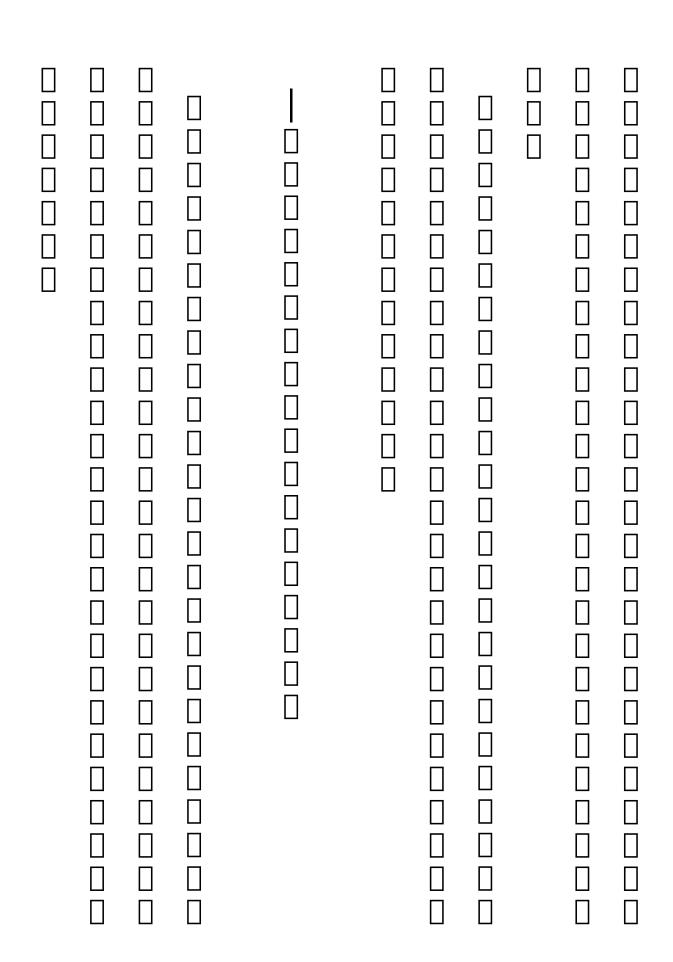


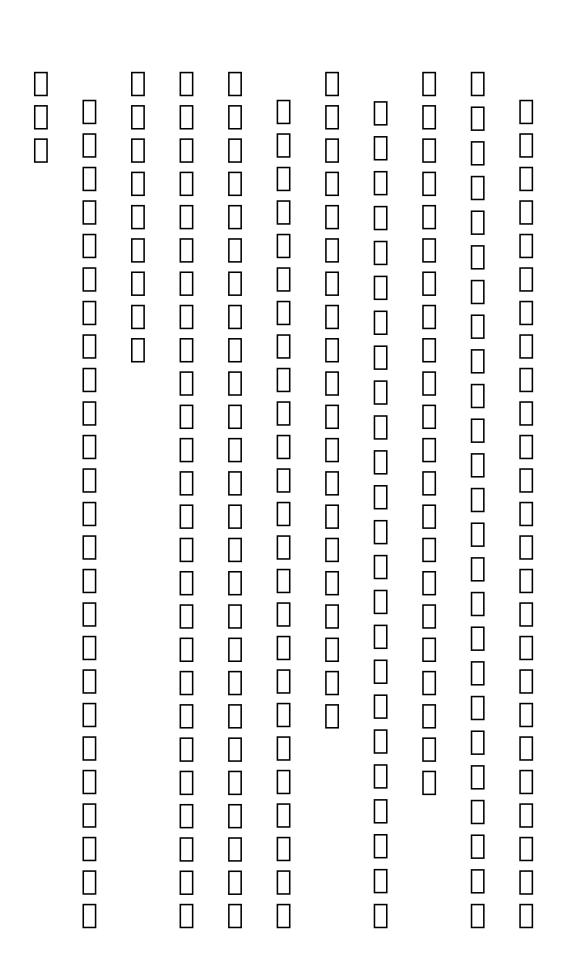
232-32-1				
----------	--	--	--	--

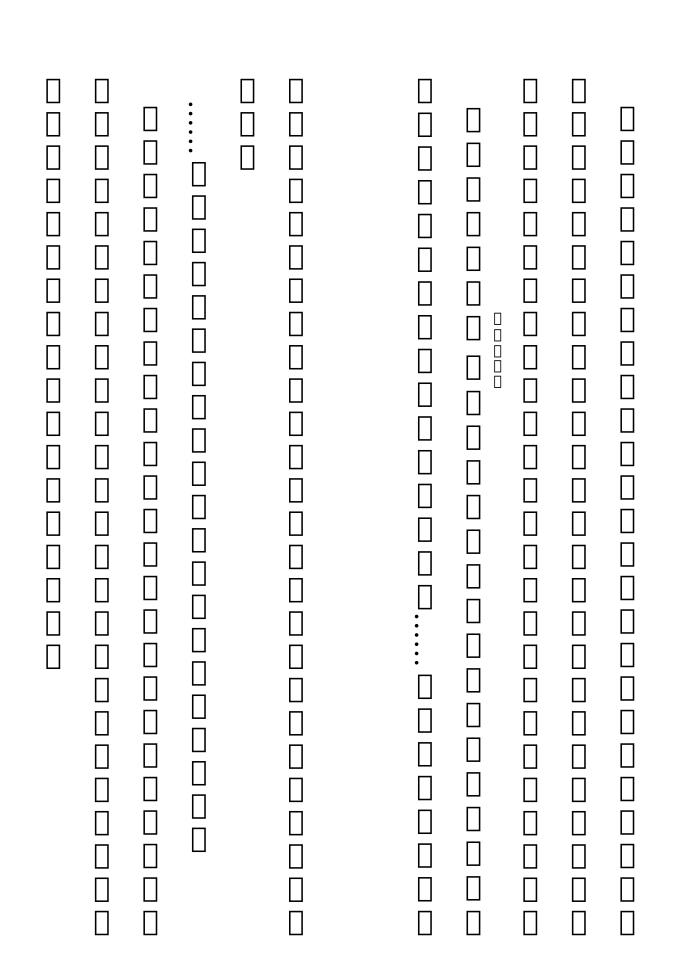


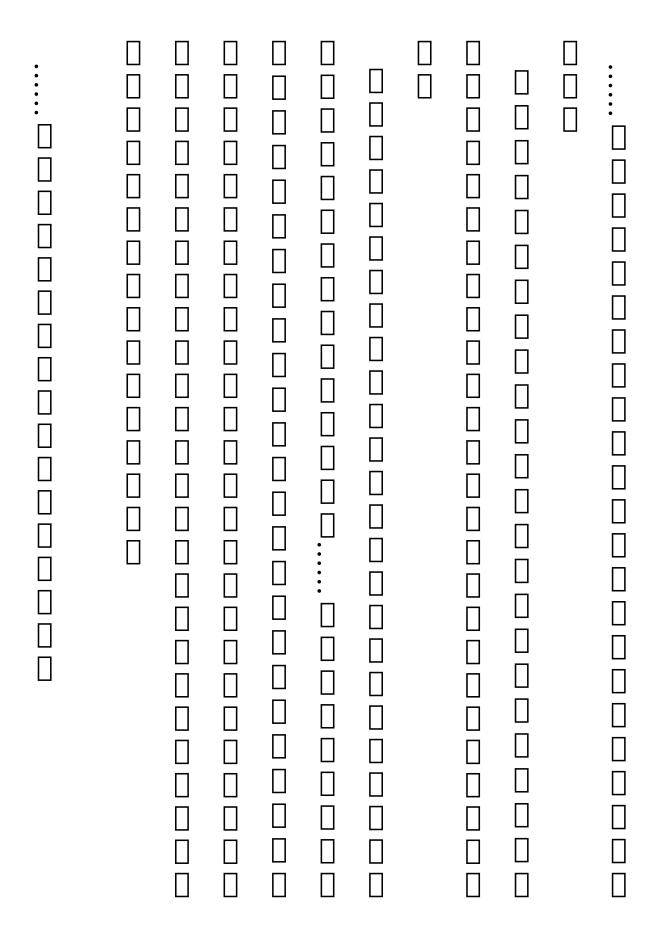
|--|--|--|--|--|--|--|--|--|--|

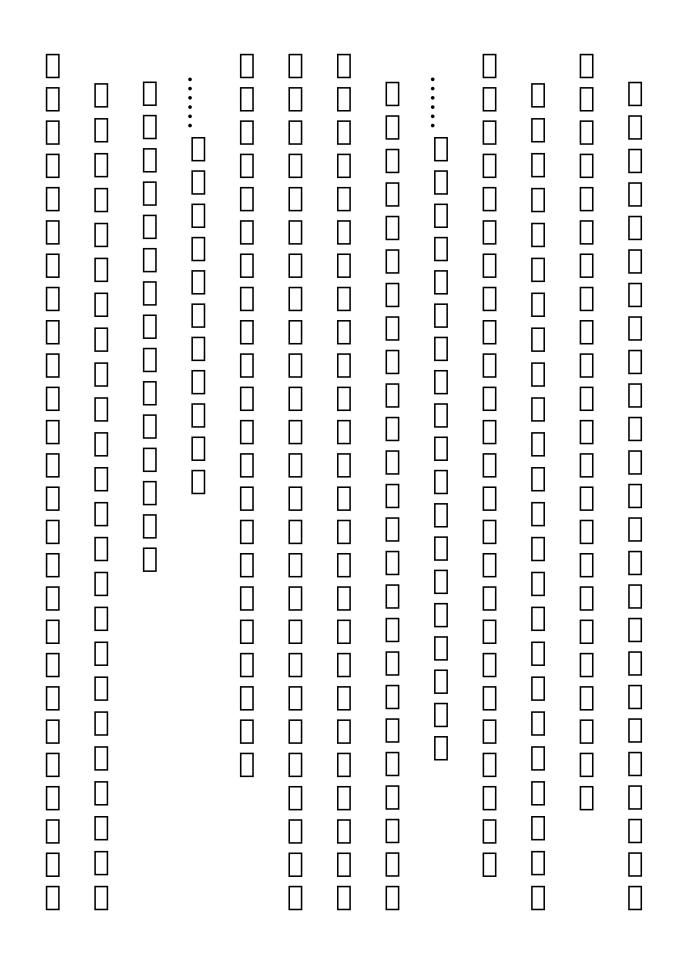


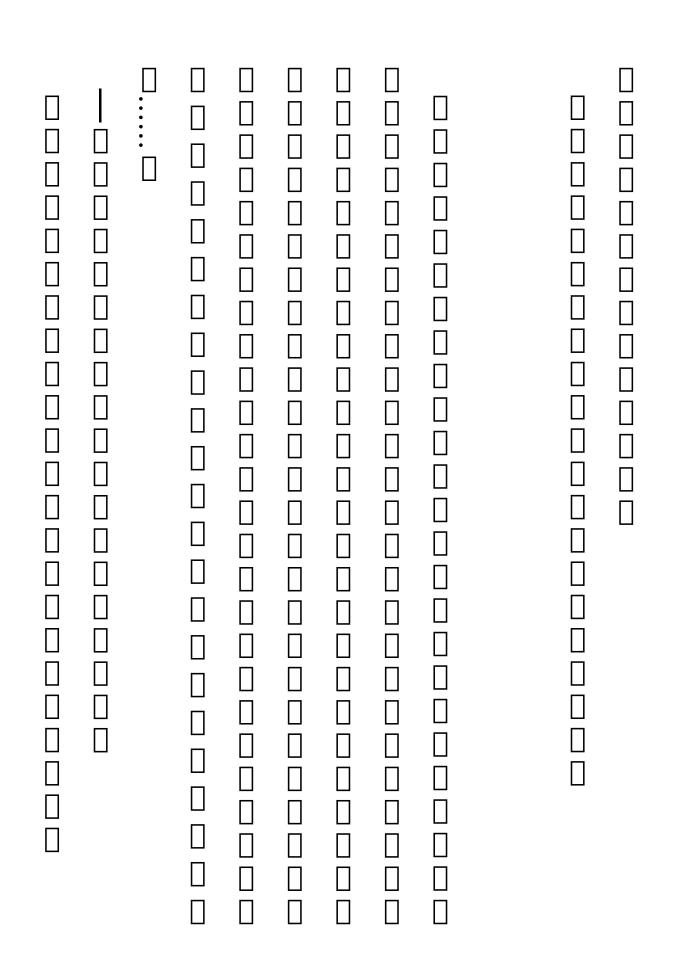


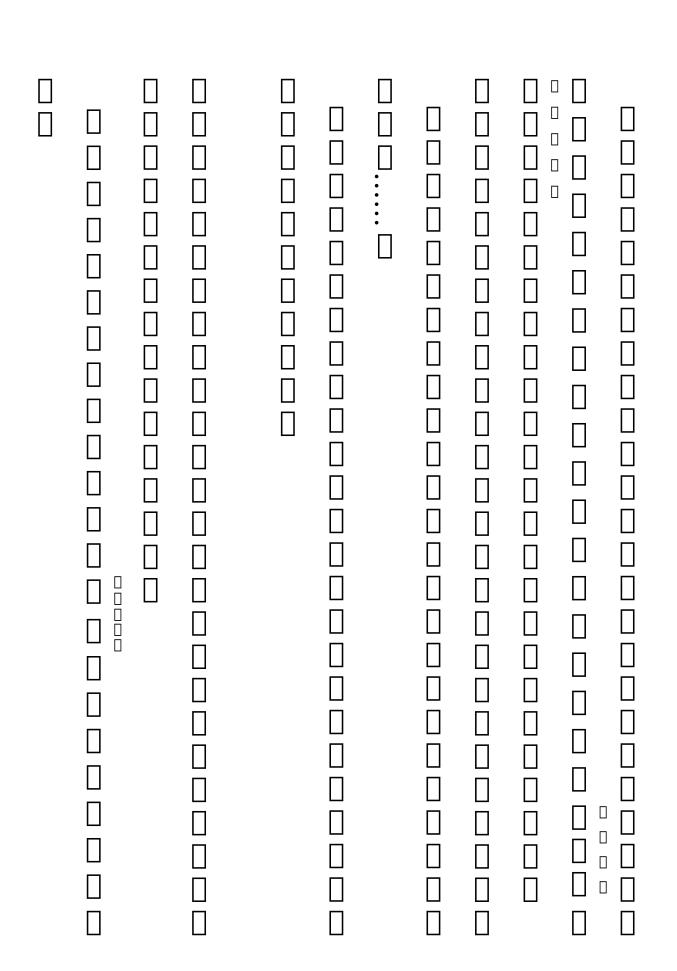




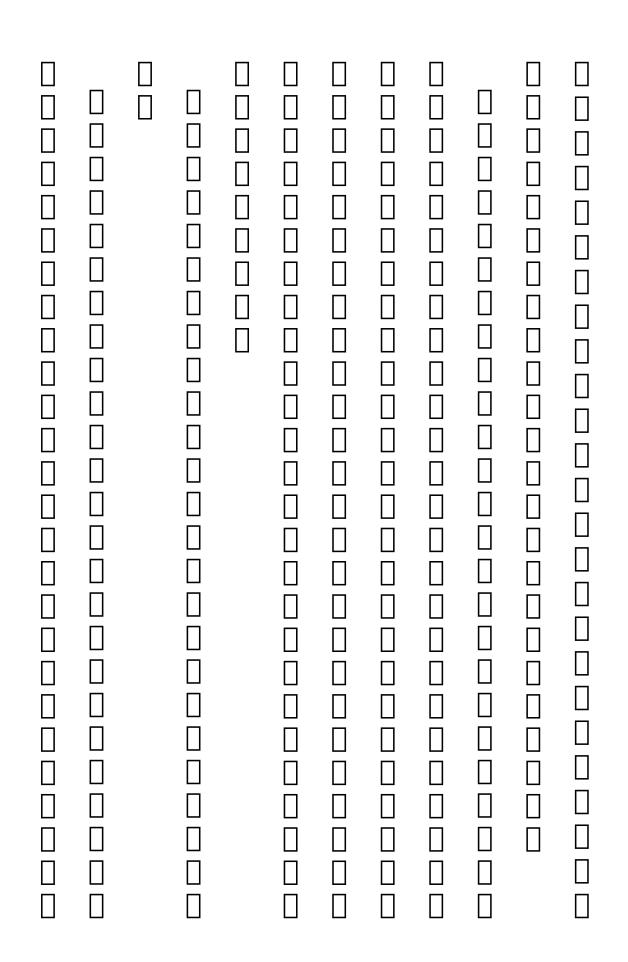


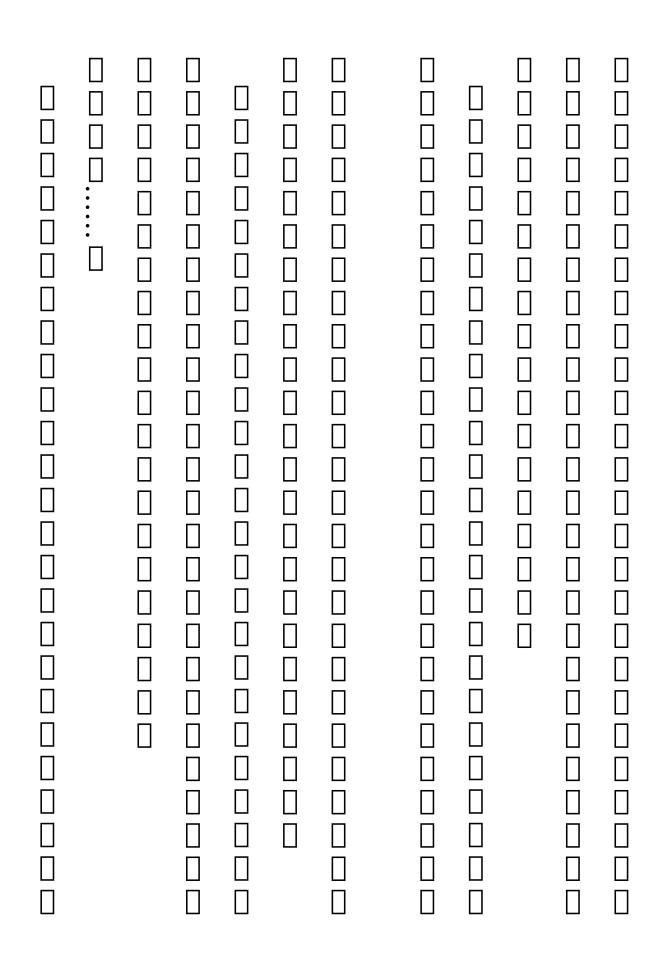


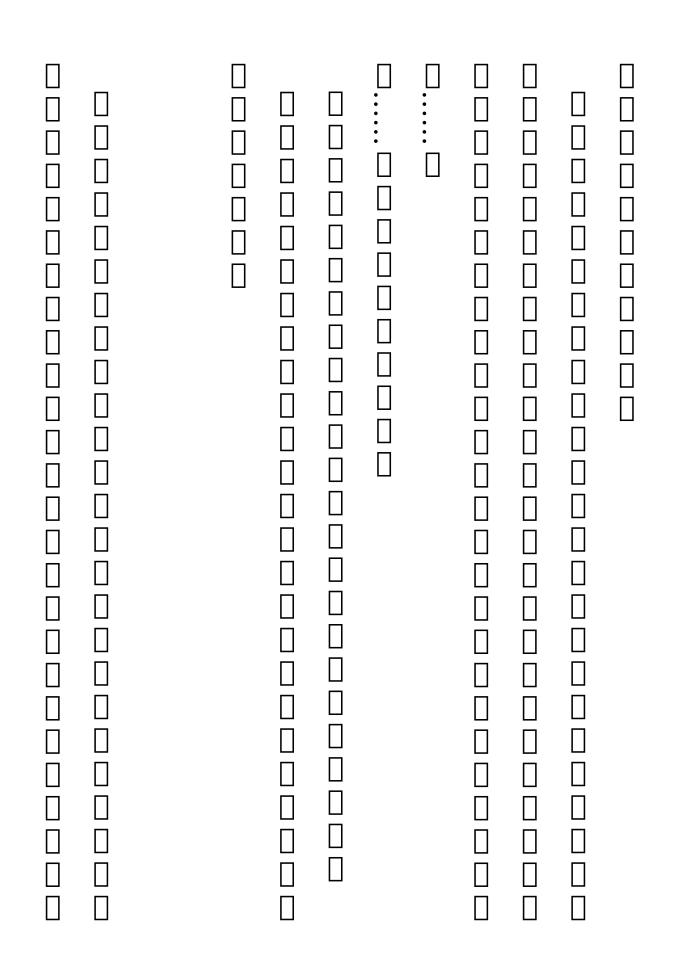


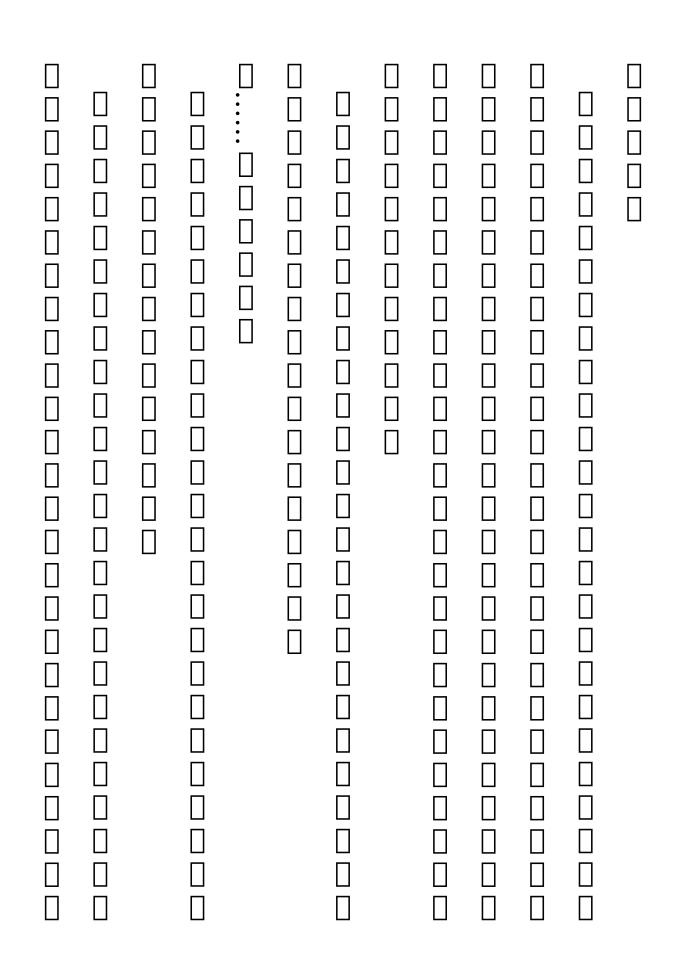


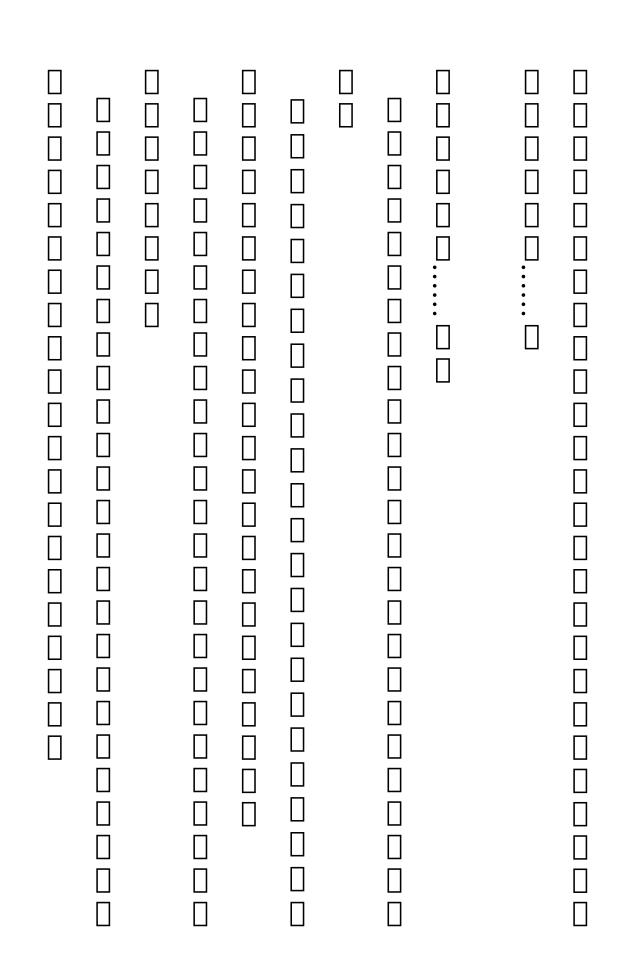
|--|

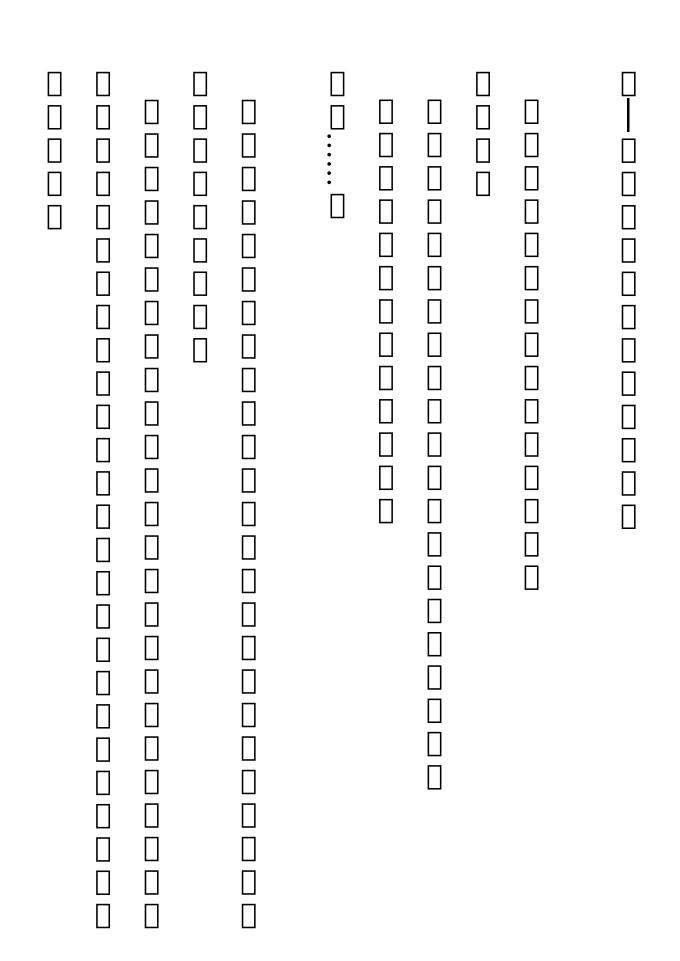


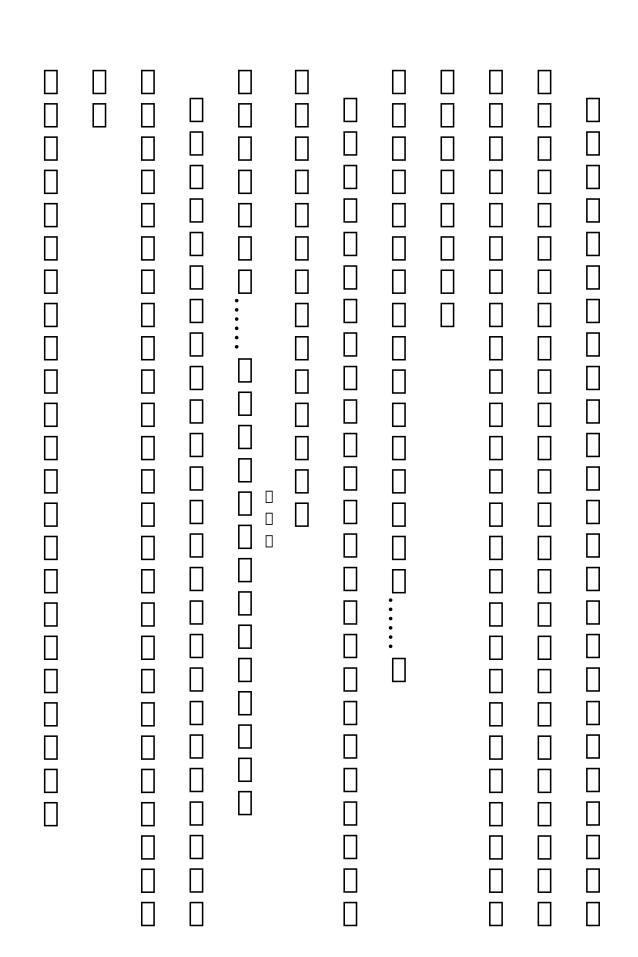


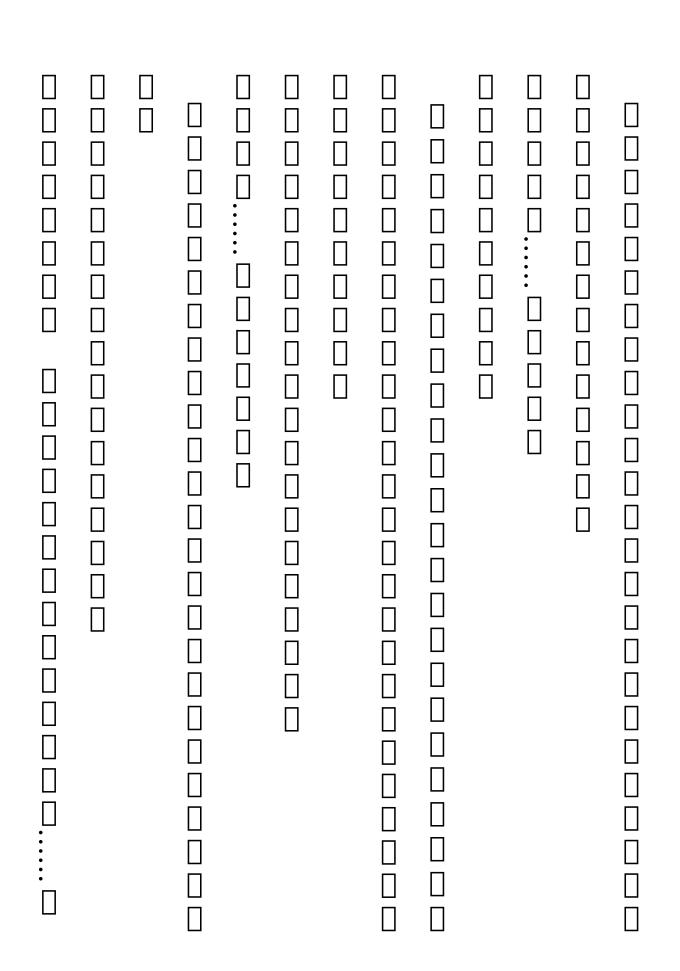


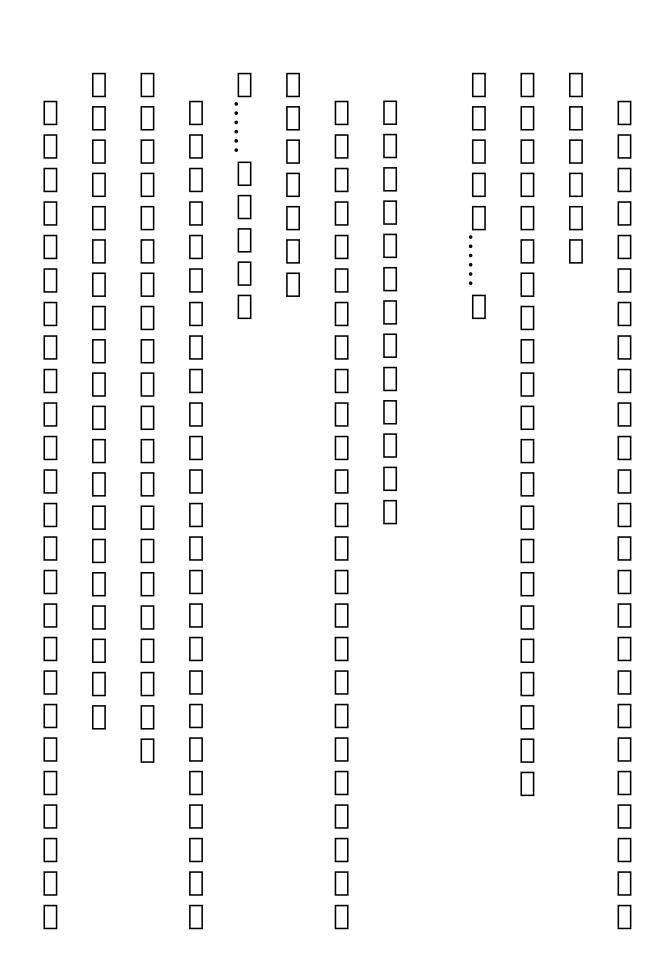


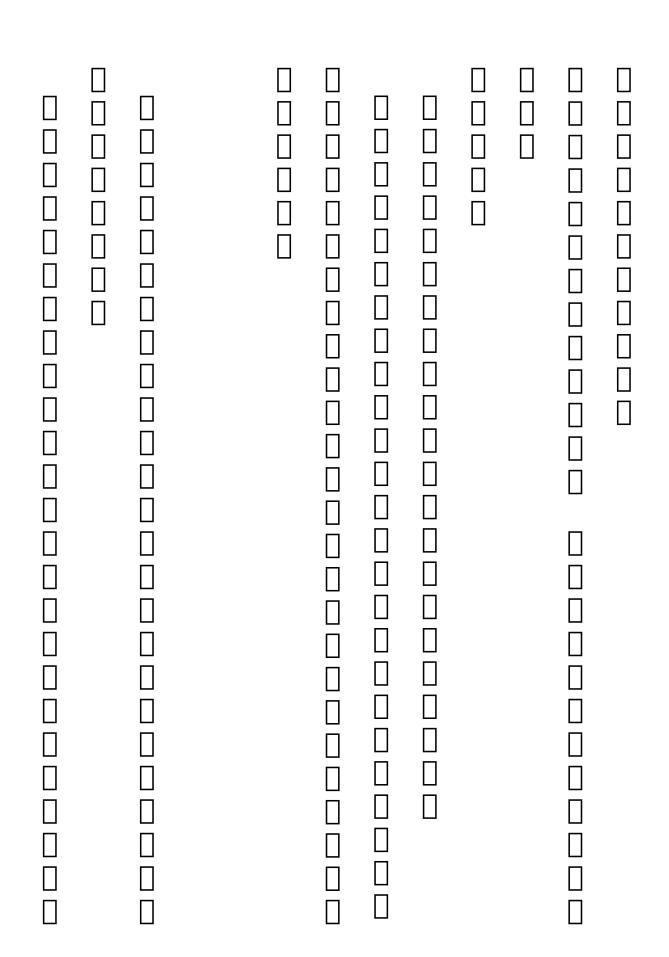


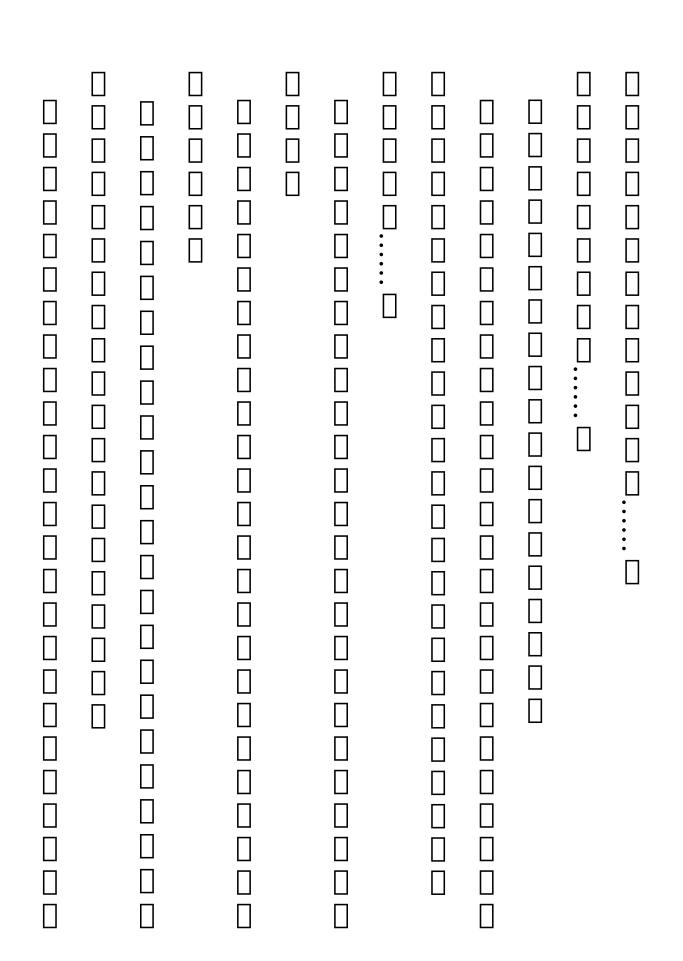


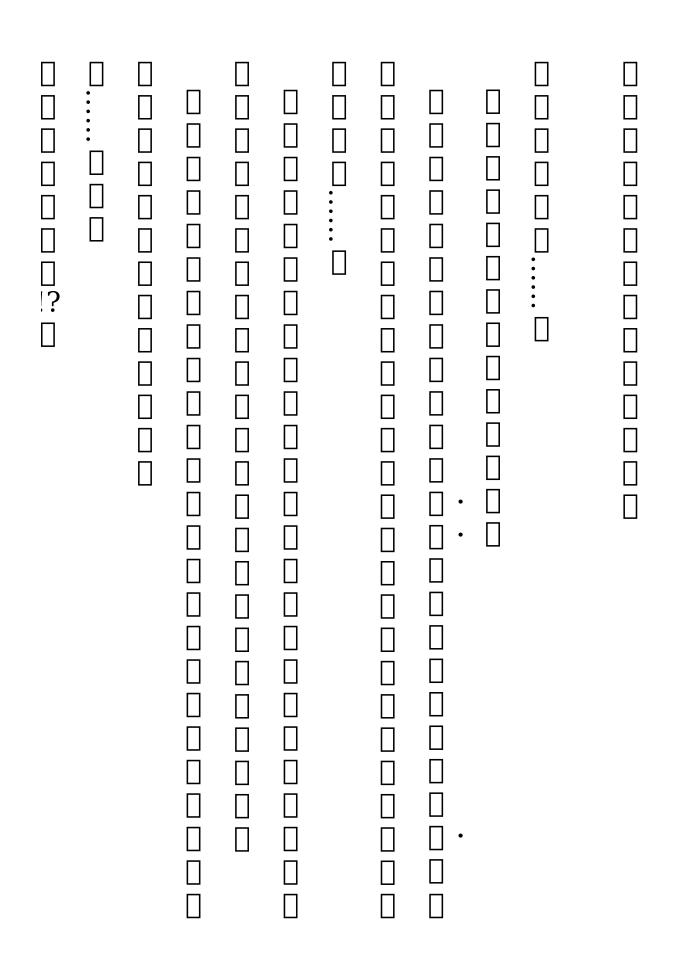




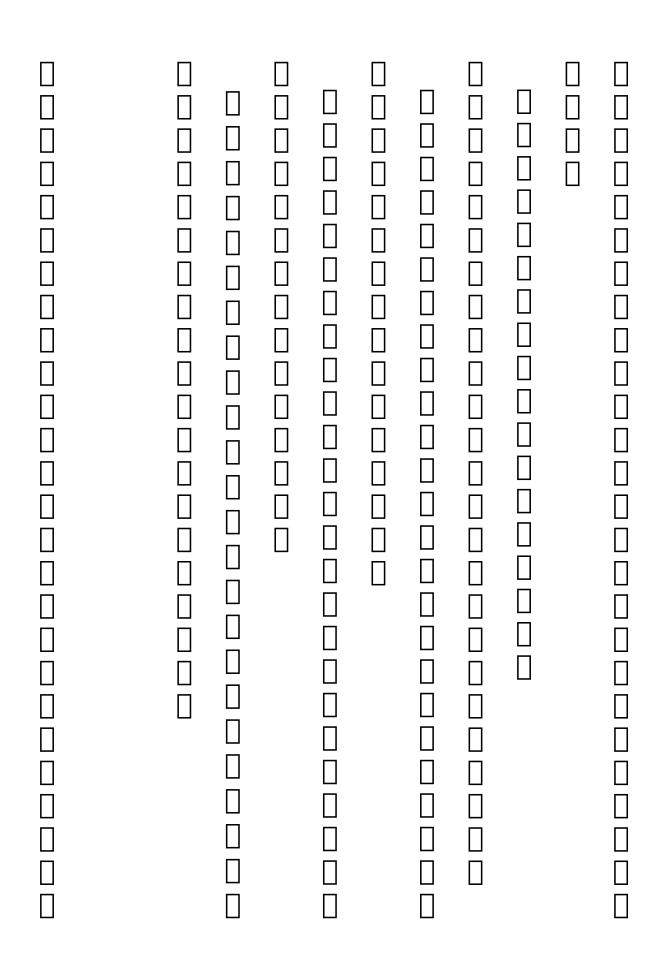


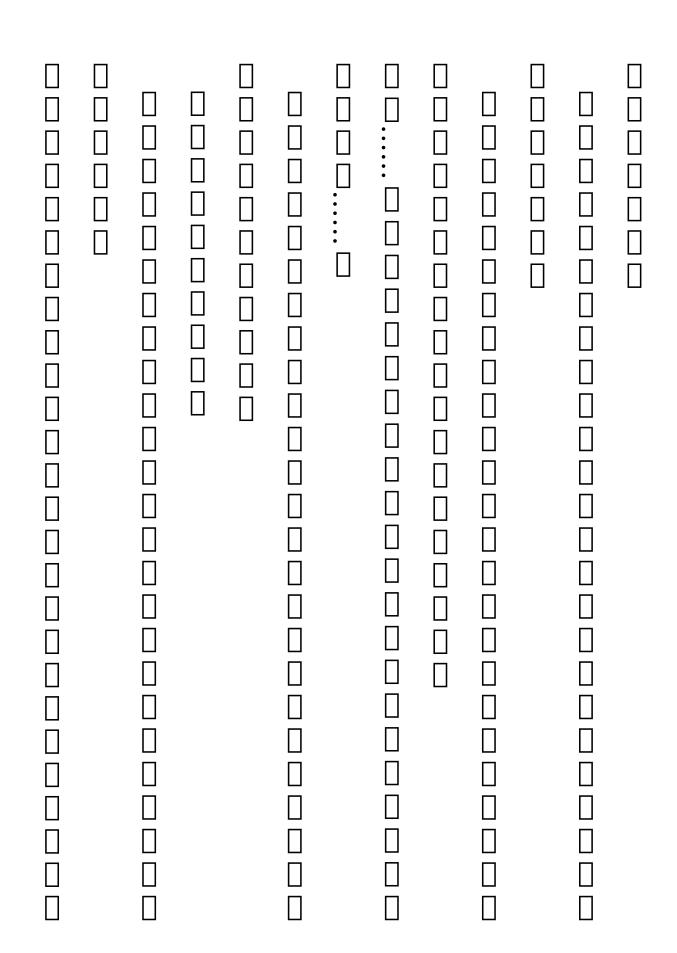


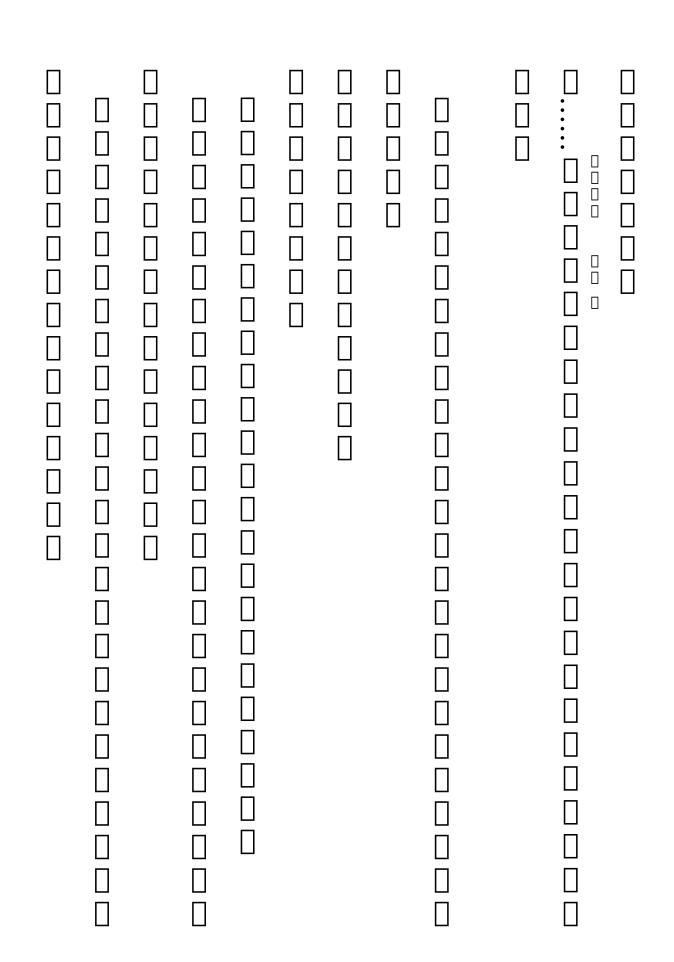


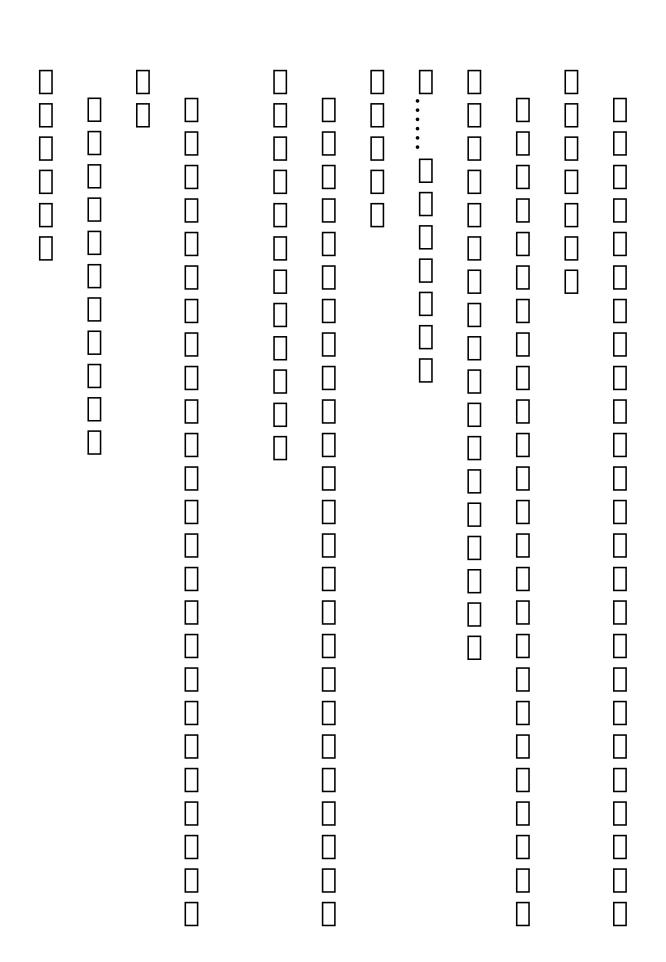


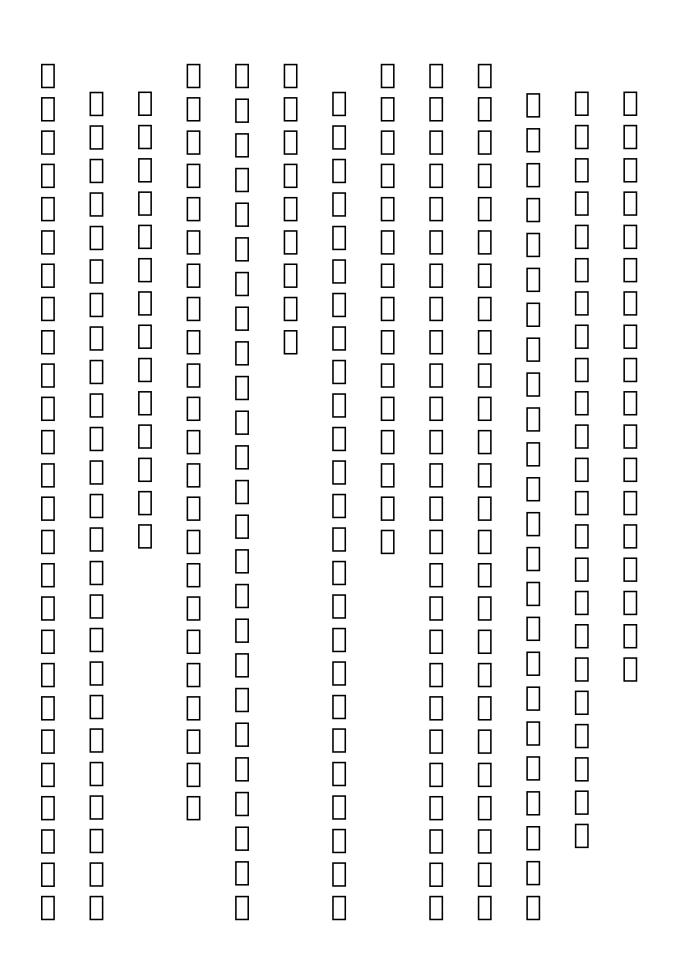
			$\Leftrightarrow \Leftrightarrow \Leftrightarrow$			

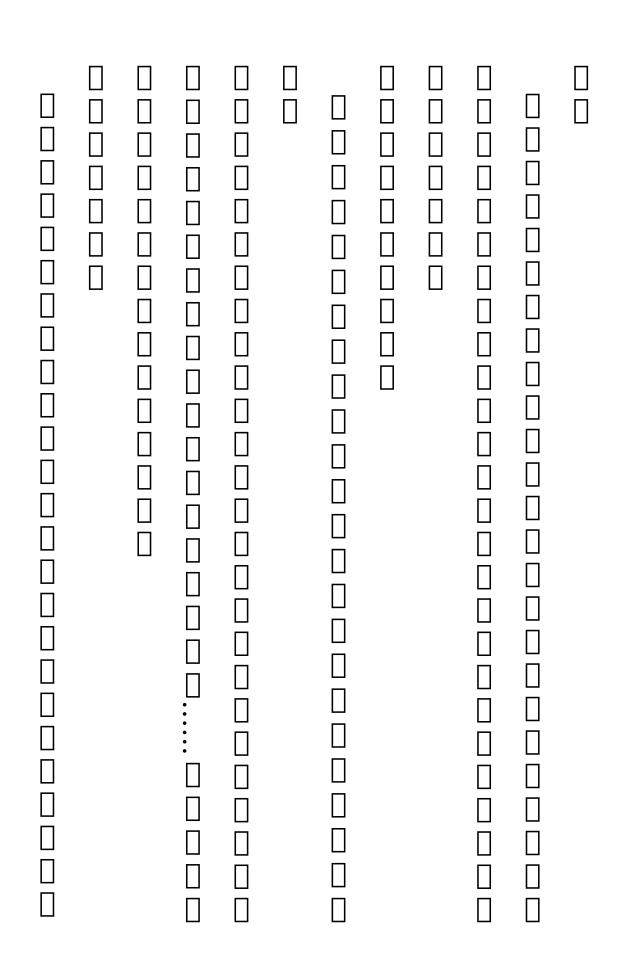


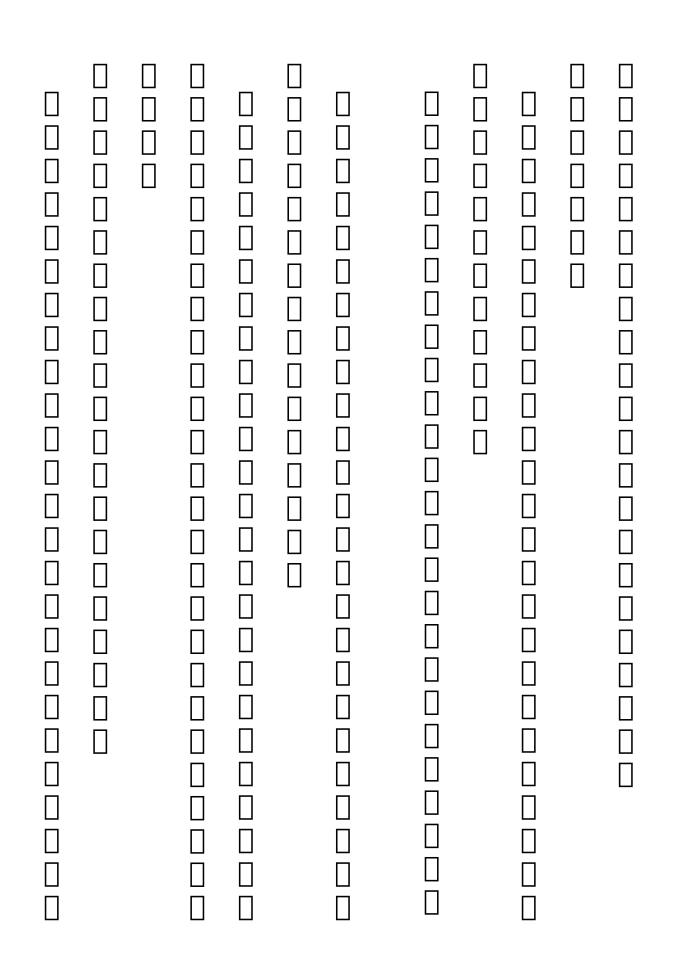








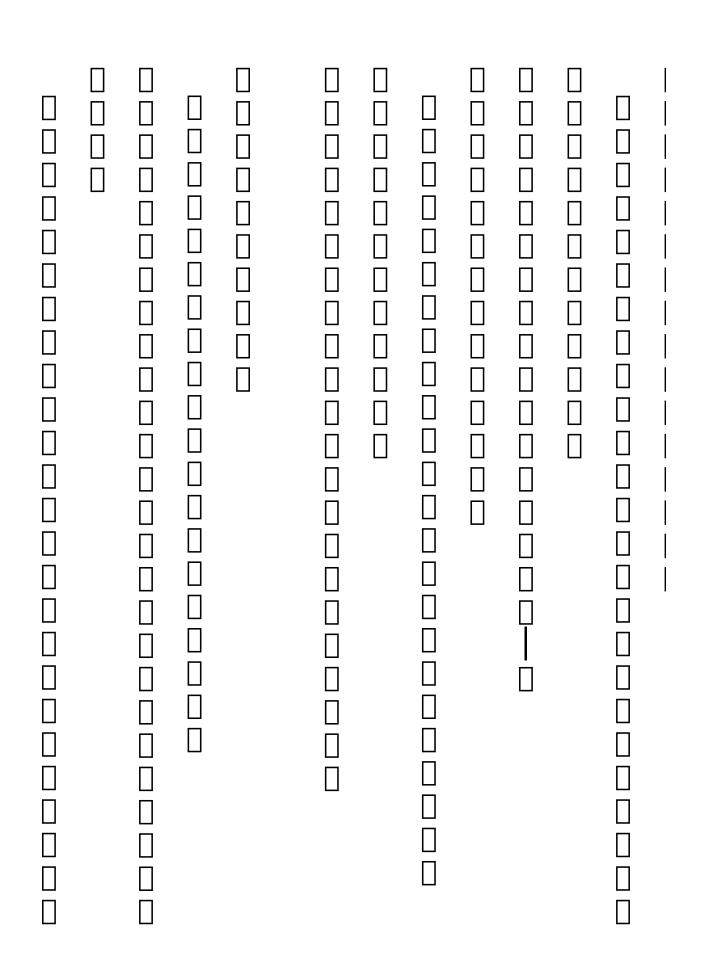


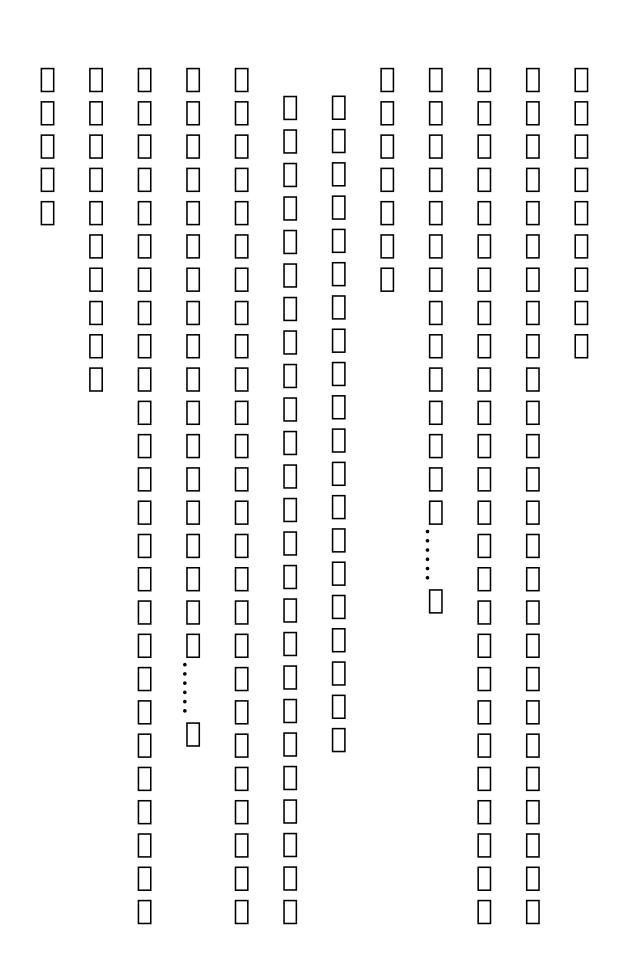


□□New Communicate Online□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□										
---	--	--	--	--	--	--	--	--	--	--

				□New Communicate Online □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□		
					Online	Online
						Online

				$\overleftrightarrow{\Delta}$ $\overleftrightarrow{\Delta}$				
--	--	--	--	---	--	--	--	--

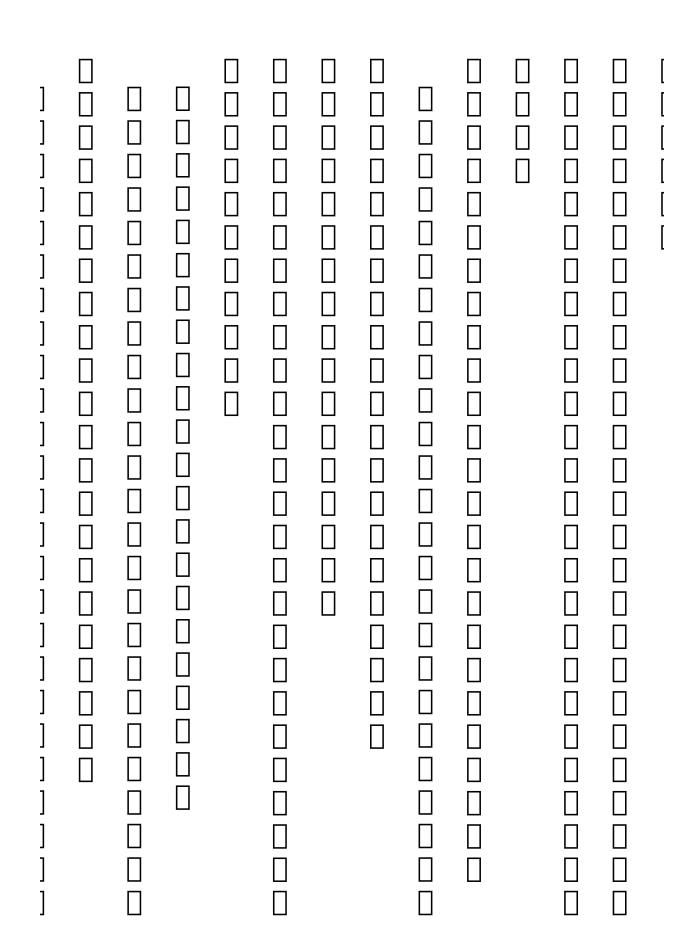


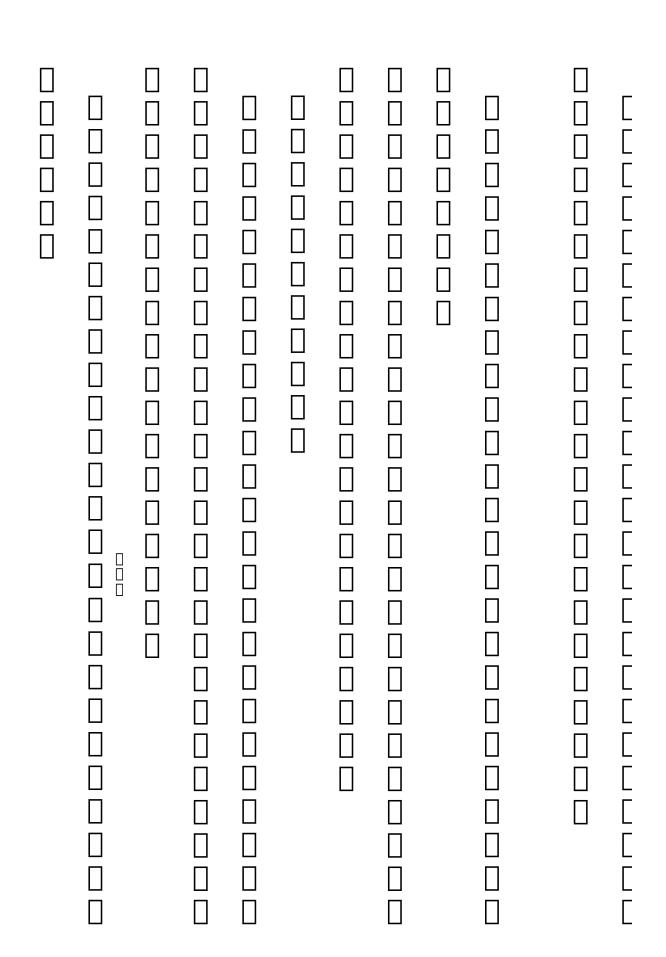


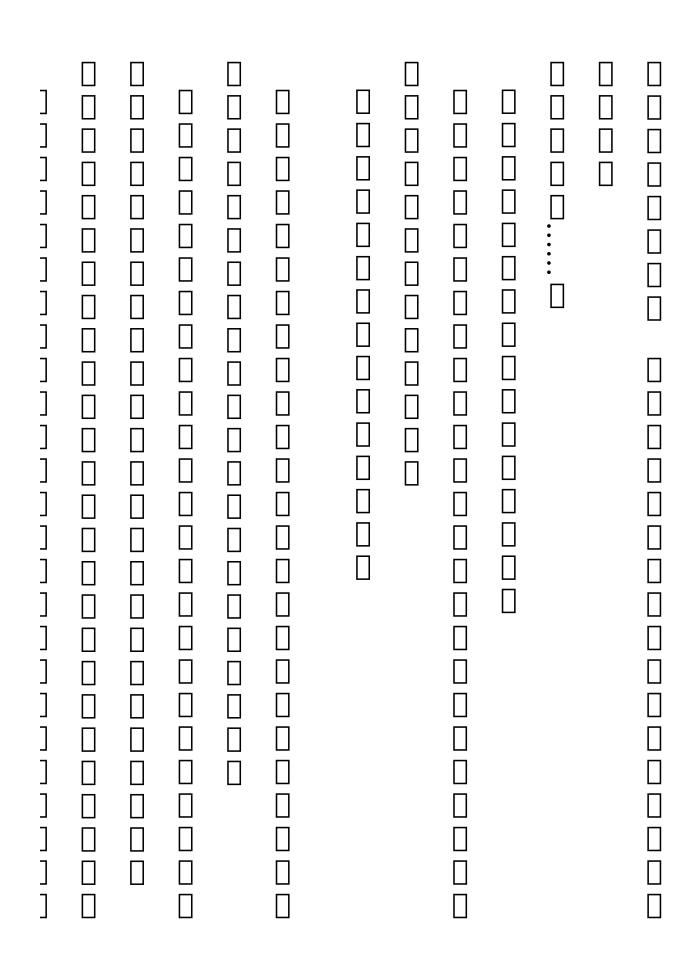
|--|--|--|--|--|--|--|--|--|--|--|--|--|

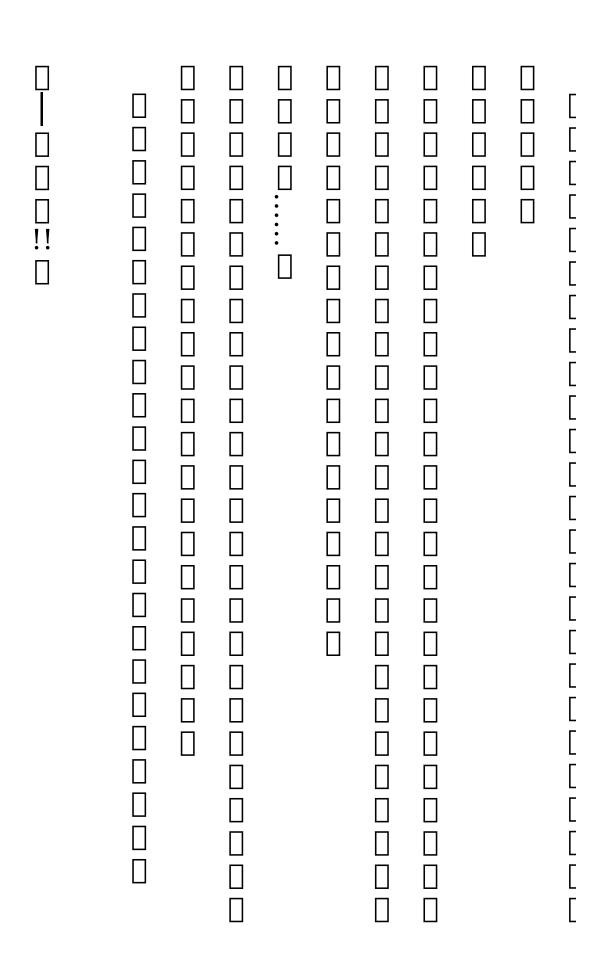
|--|

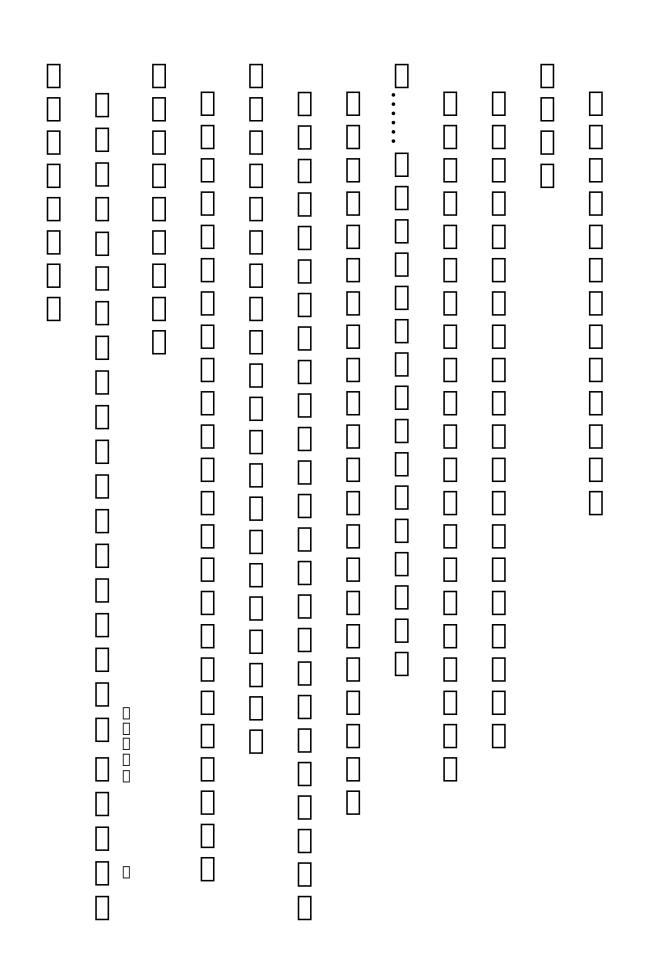
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

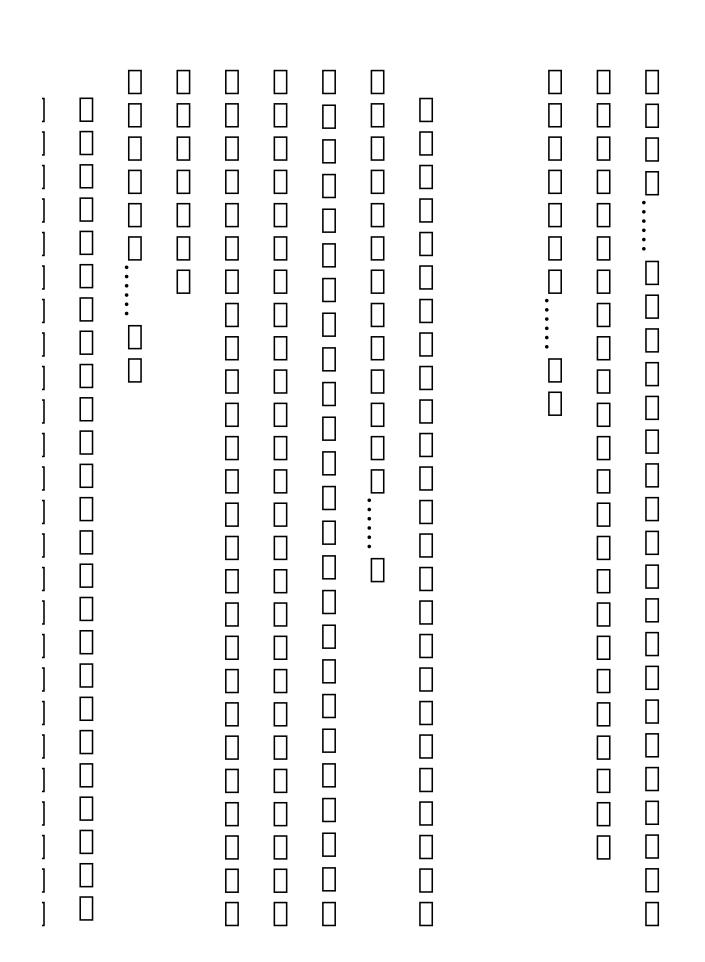






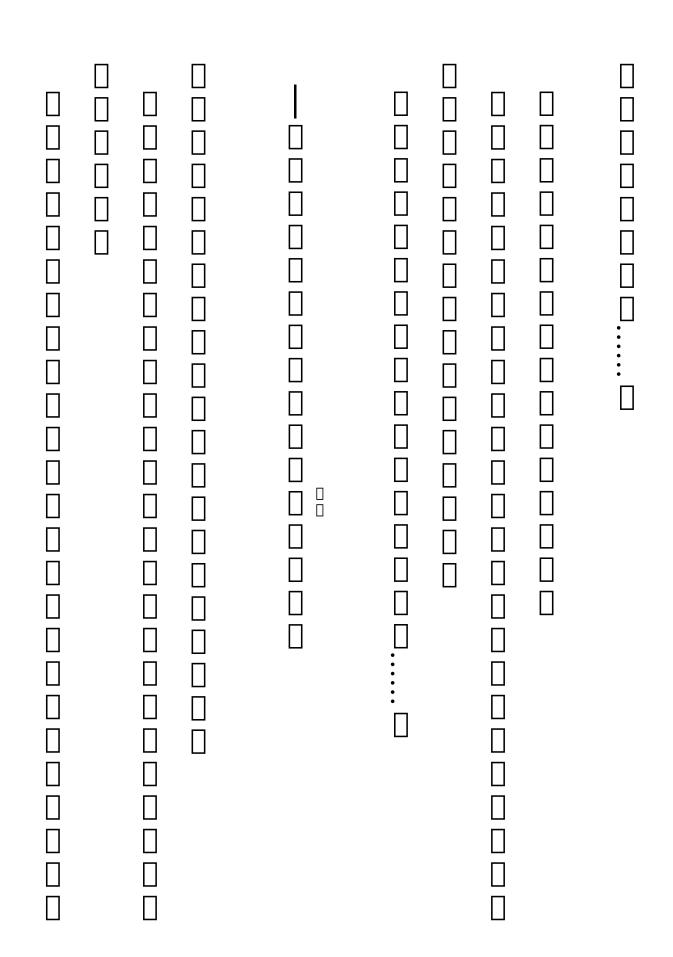


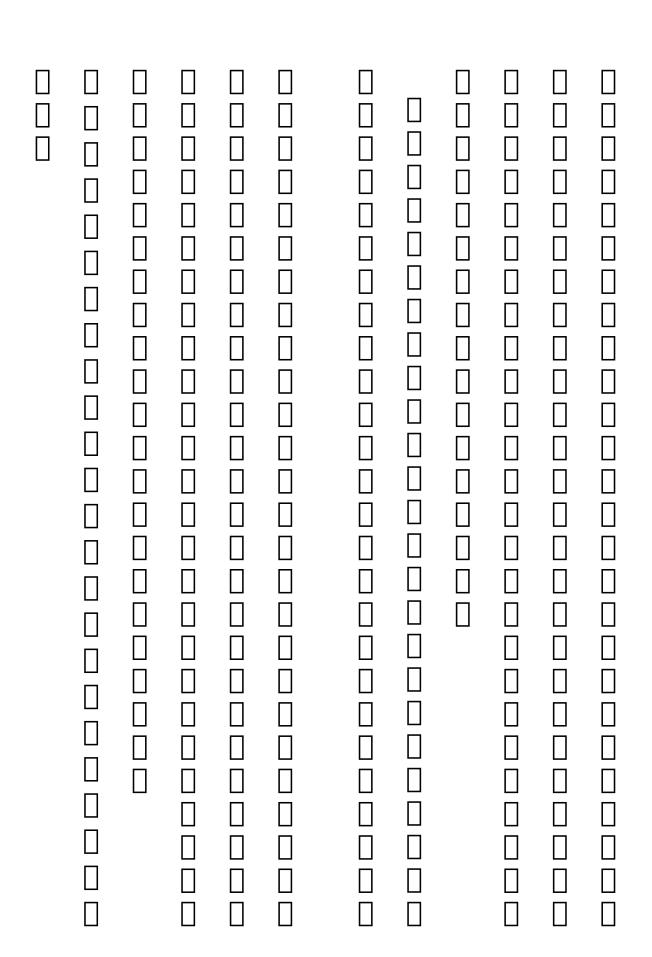


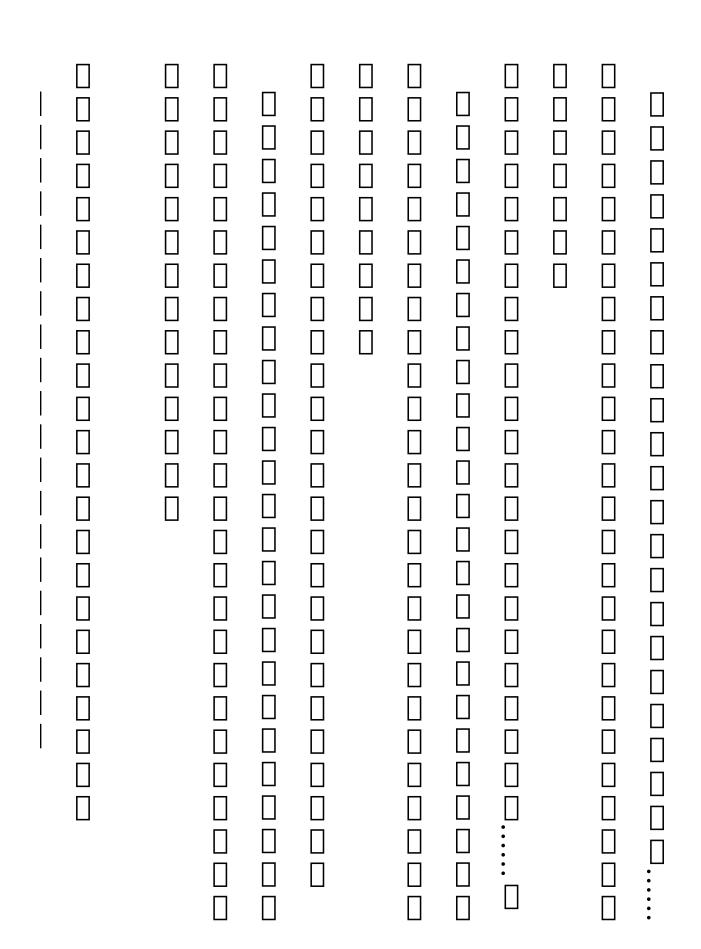


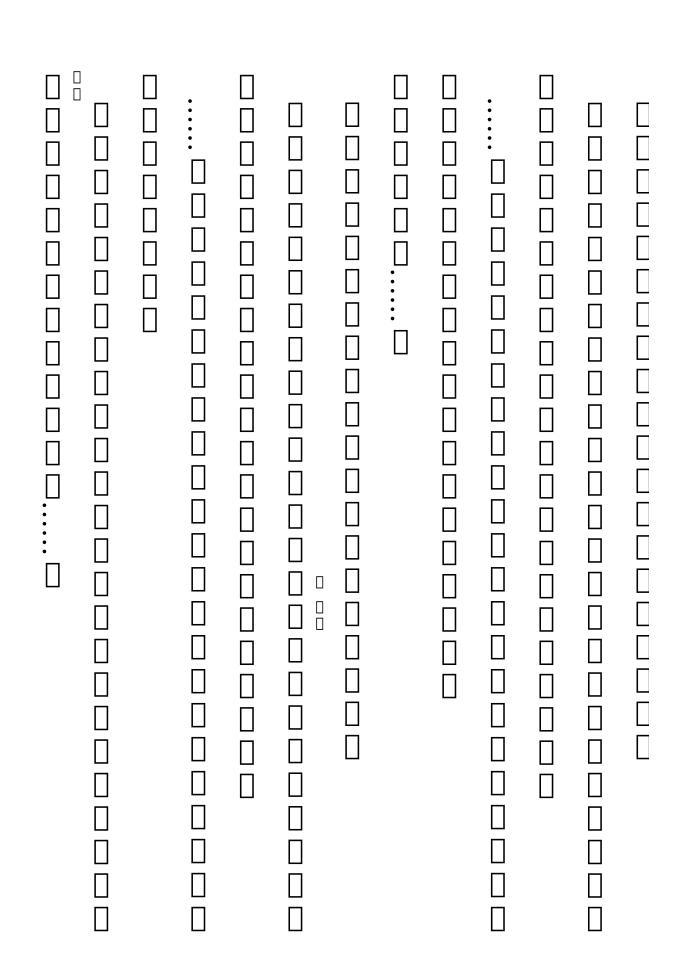
			L

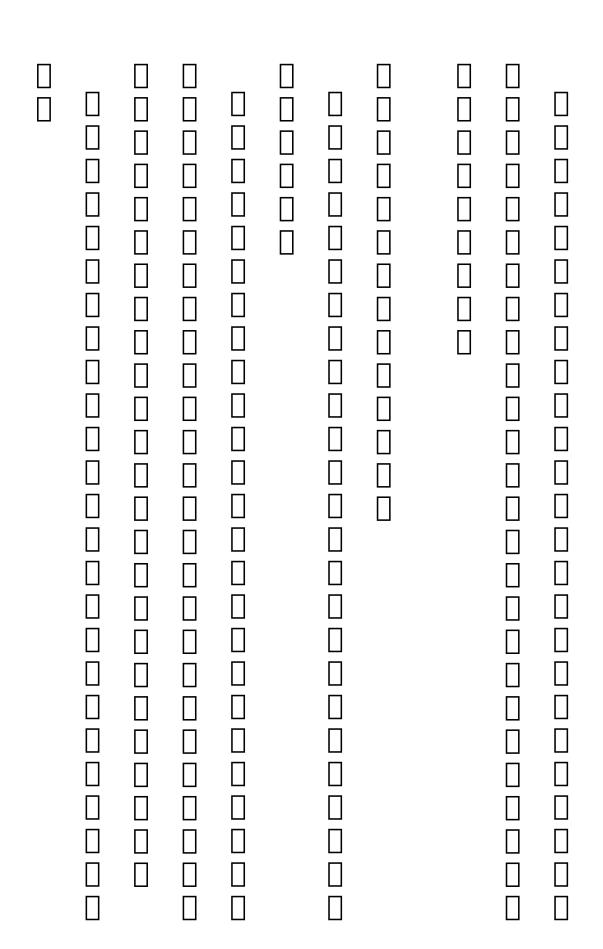
$\stackrel{\wedge}{\sim}$
$\frac{1}{2}$
$\stackrel{\wedge}{\sim}$







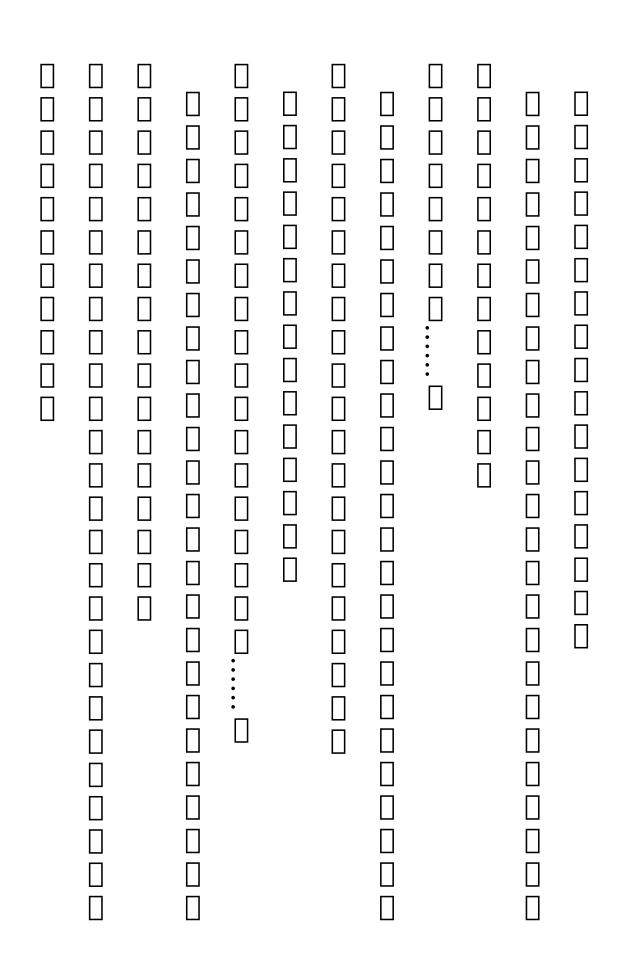




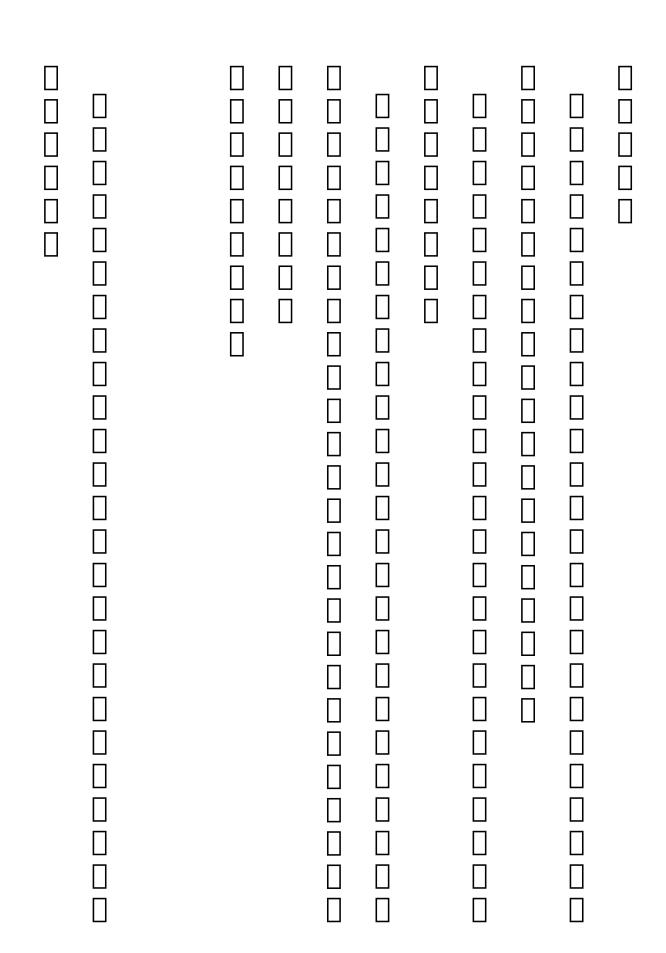
$\stackrel{\wedge}{\sim}$
$\stackrel{\wedge}{\searrow}$
$\stackrel{\wedge}{\swarrow}$

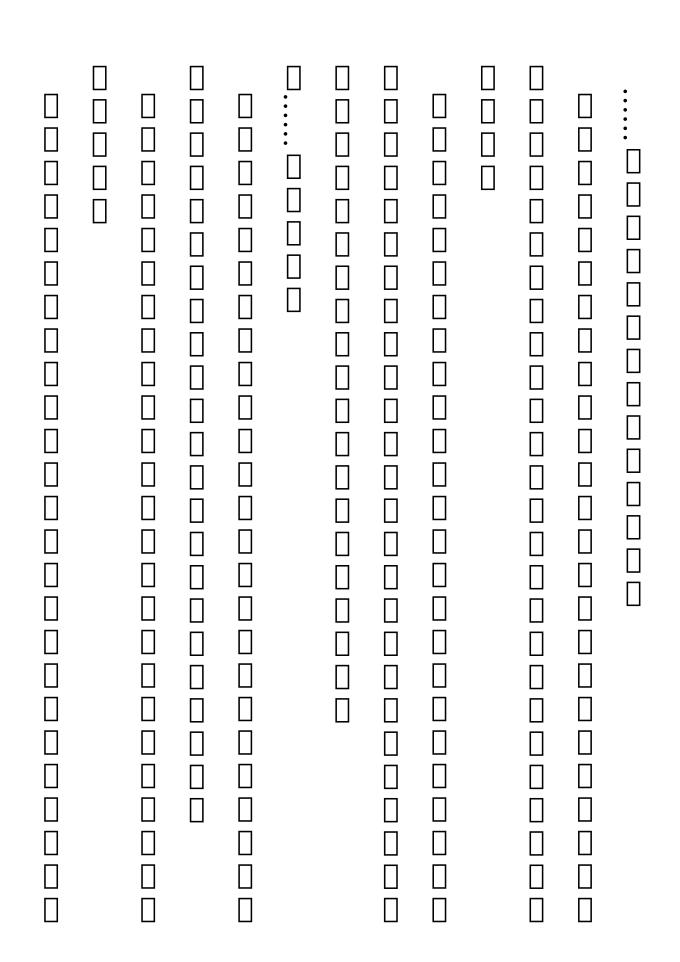
			Online		
--	--	--	--------	--	--

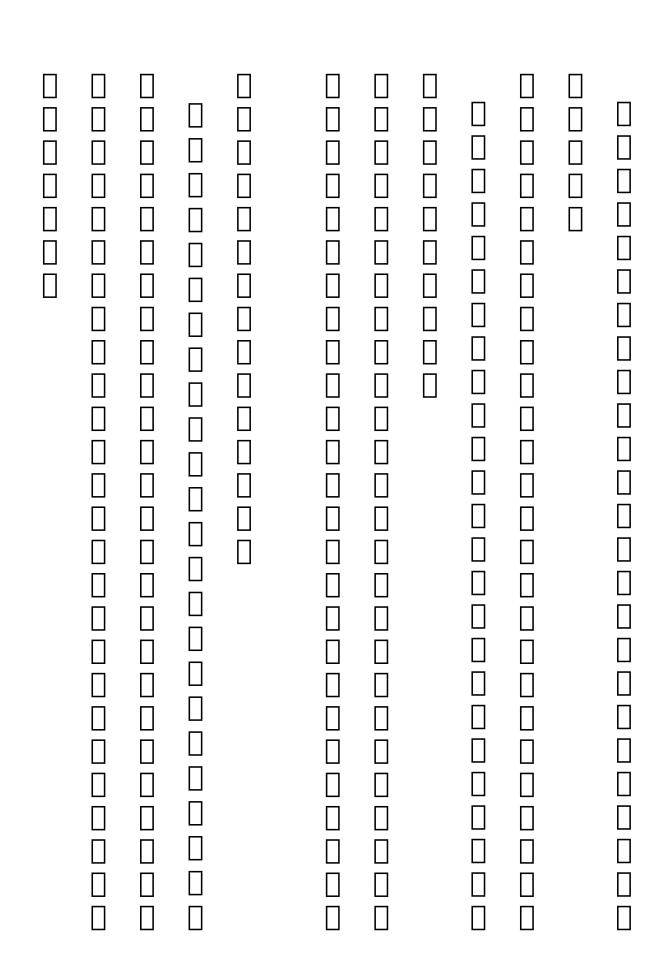
											Communicate Online	New
--	--	--	--	--	--	--	--	--	--	--	--------------------	-----

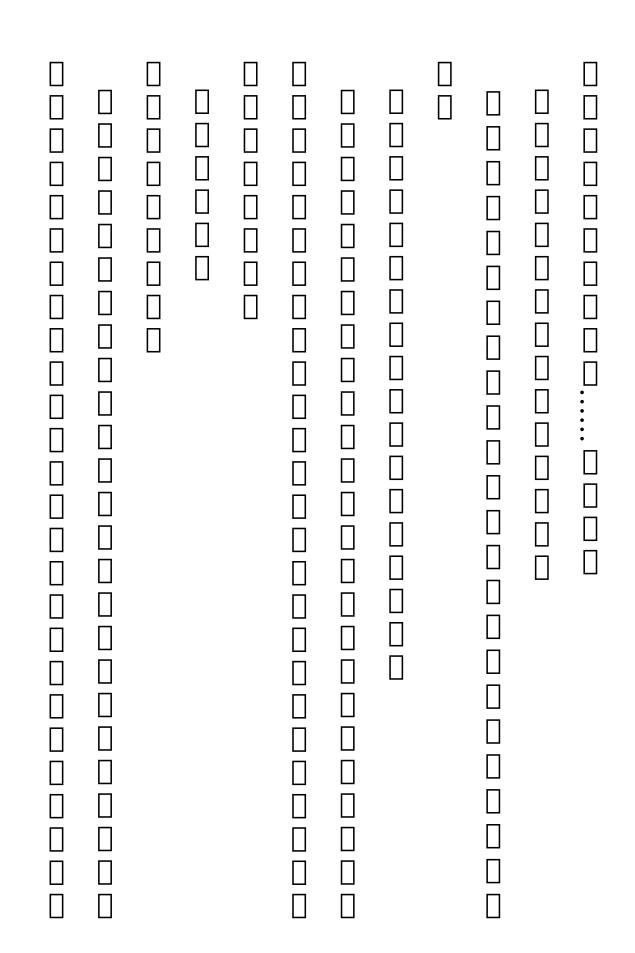


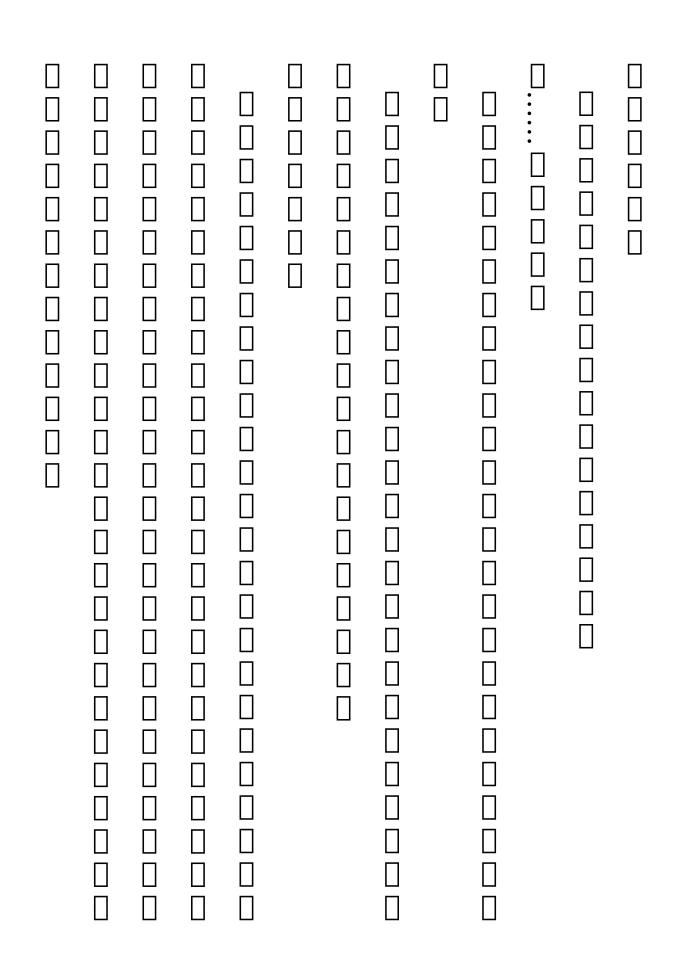
|--|--|--|--|--|

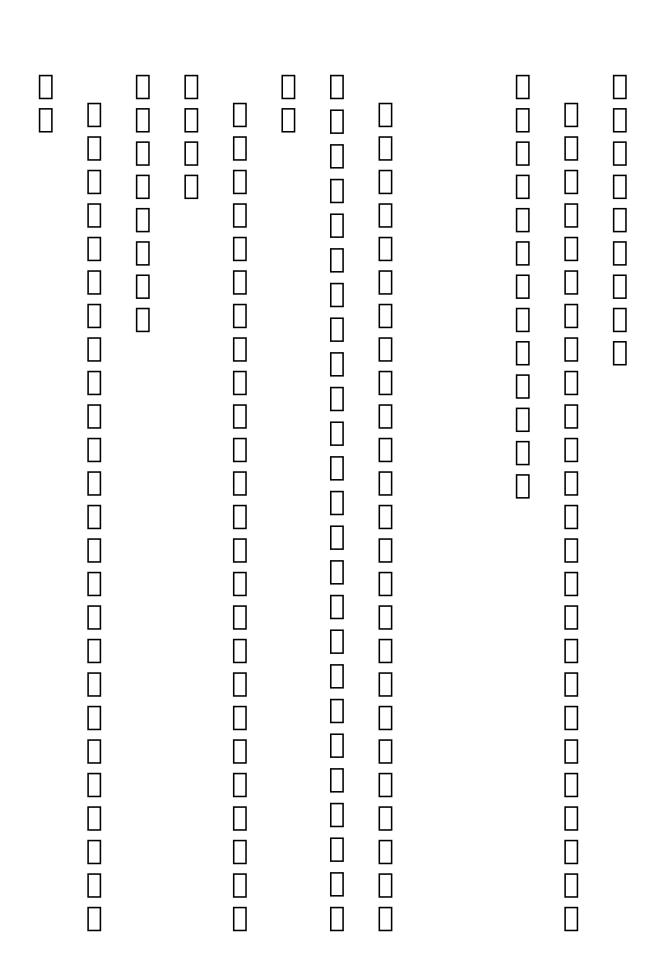


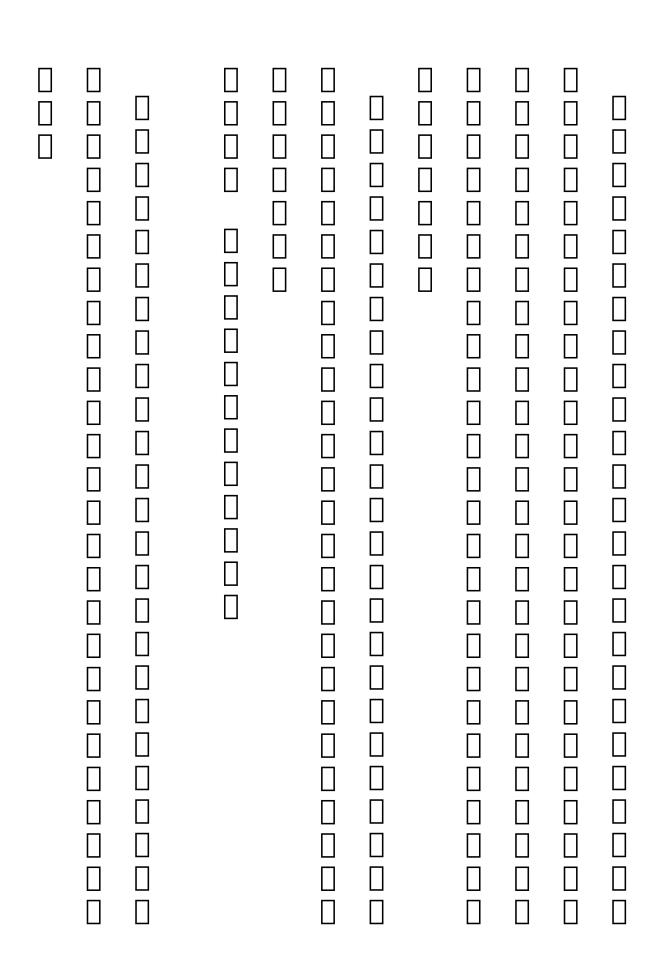


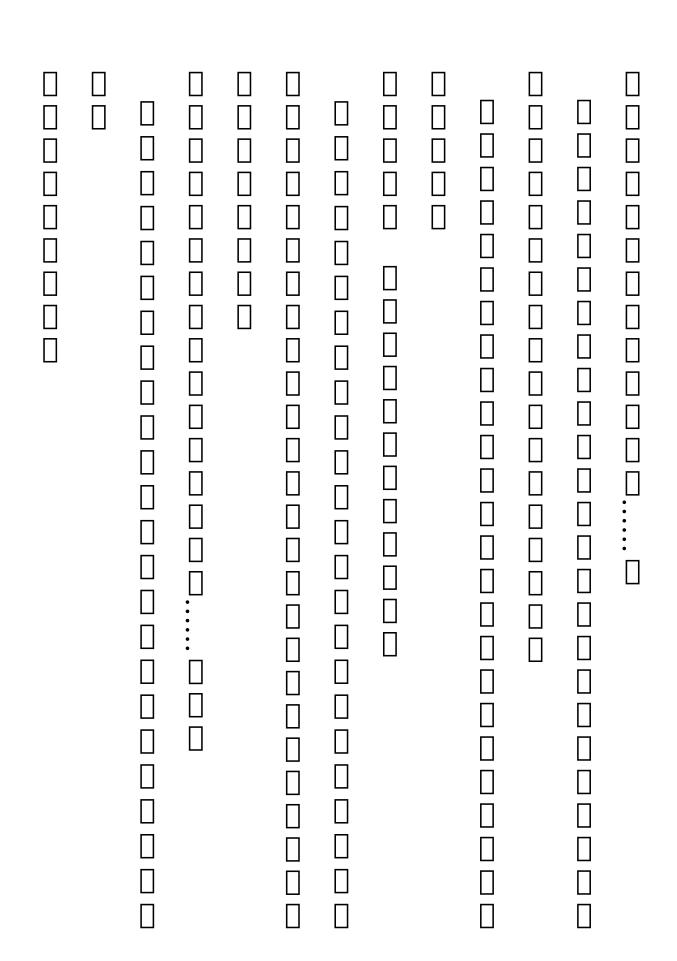




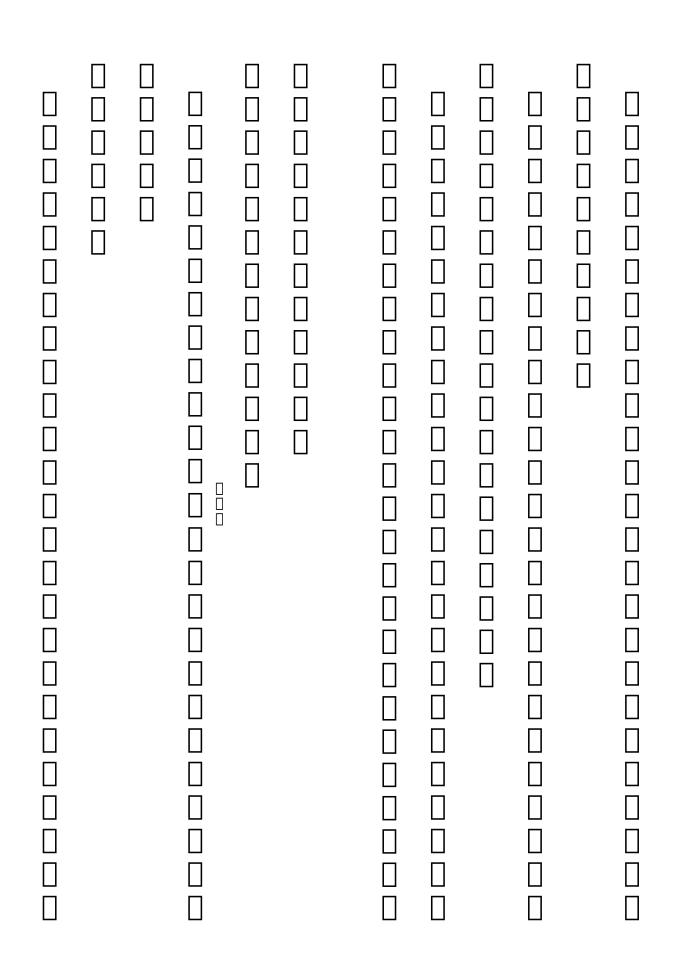


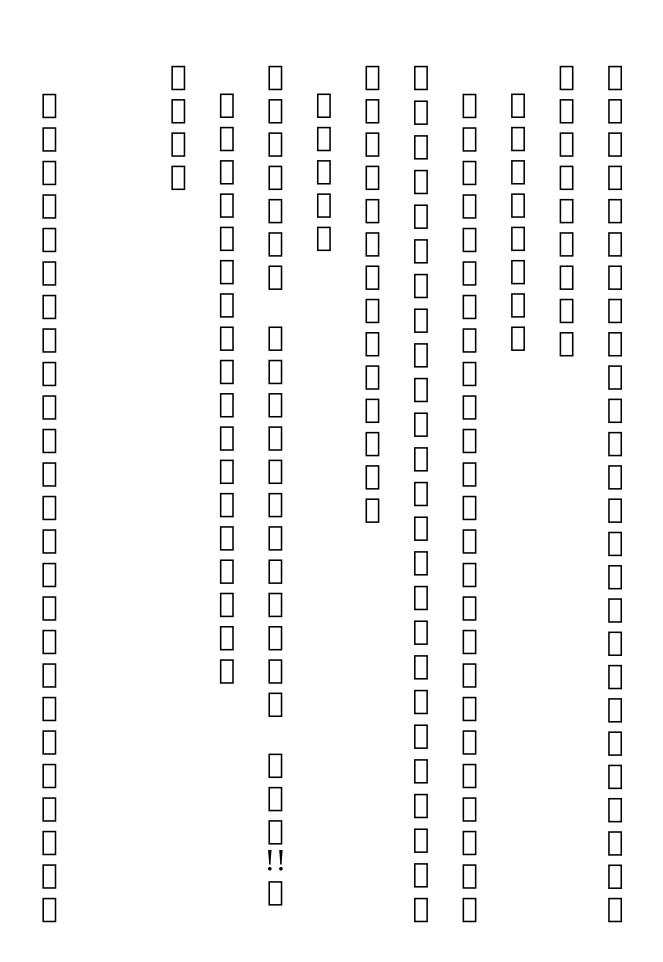


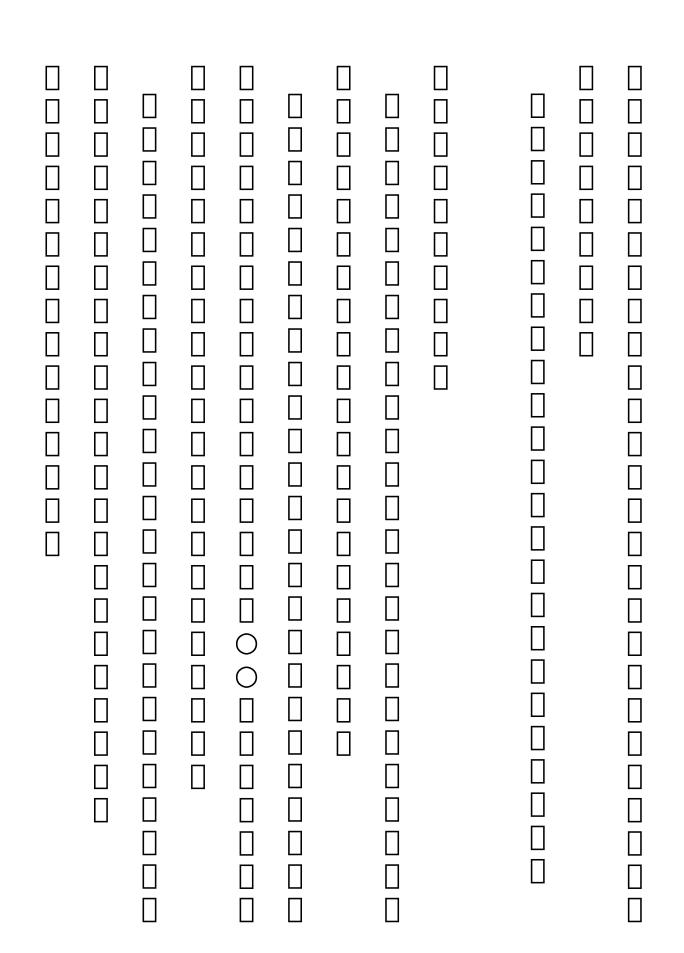


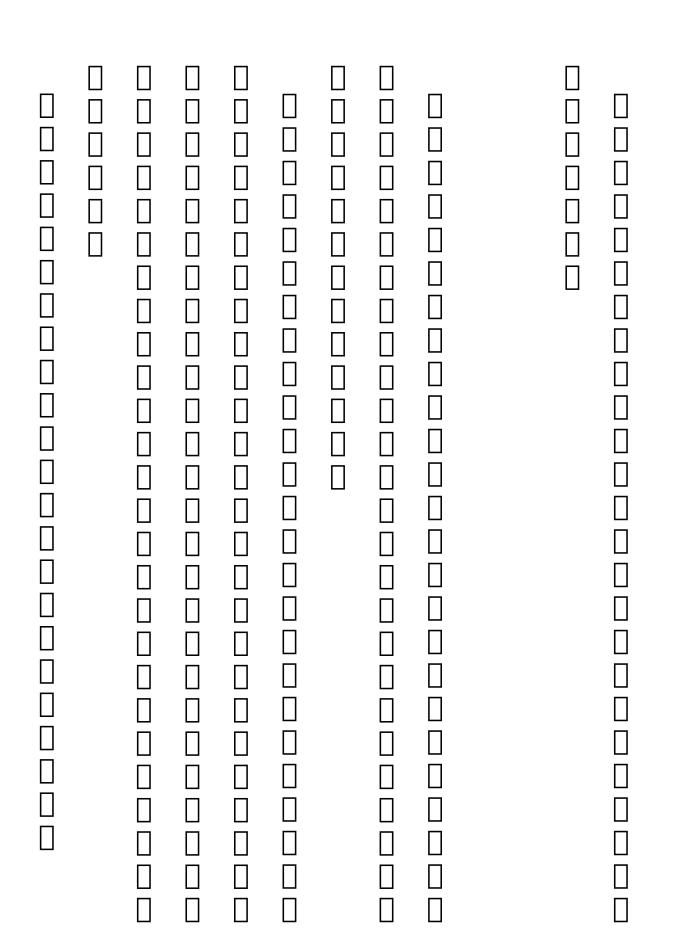


|--|

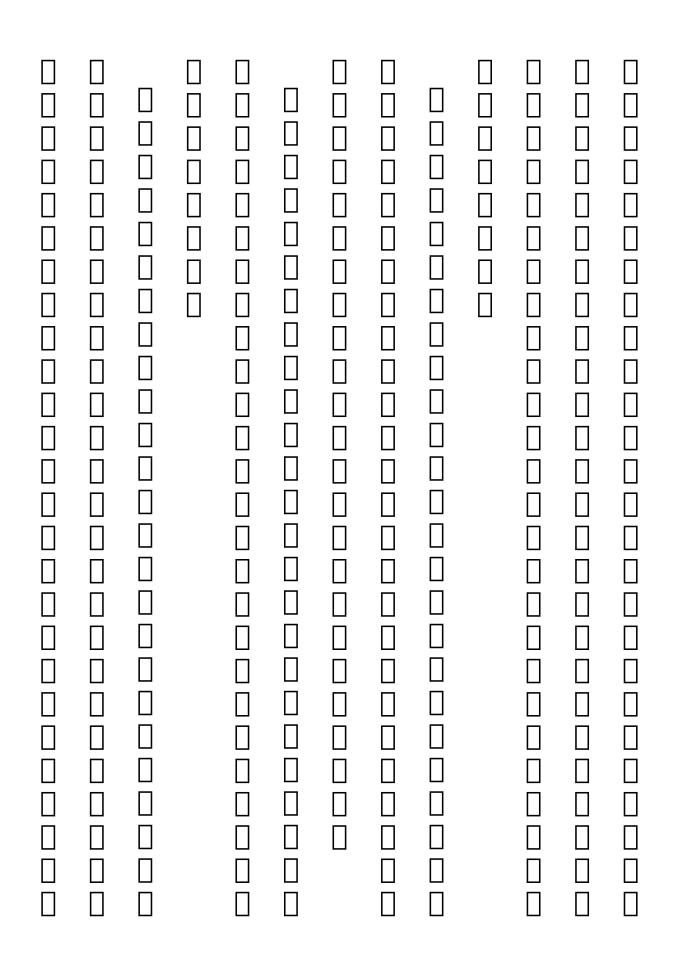


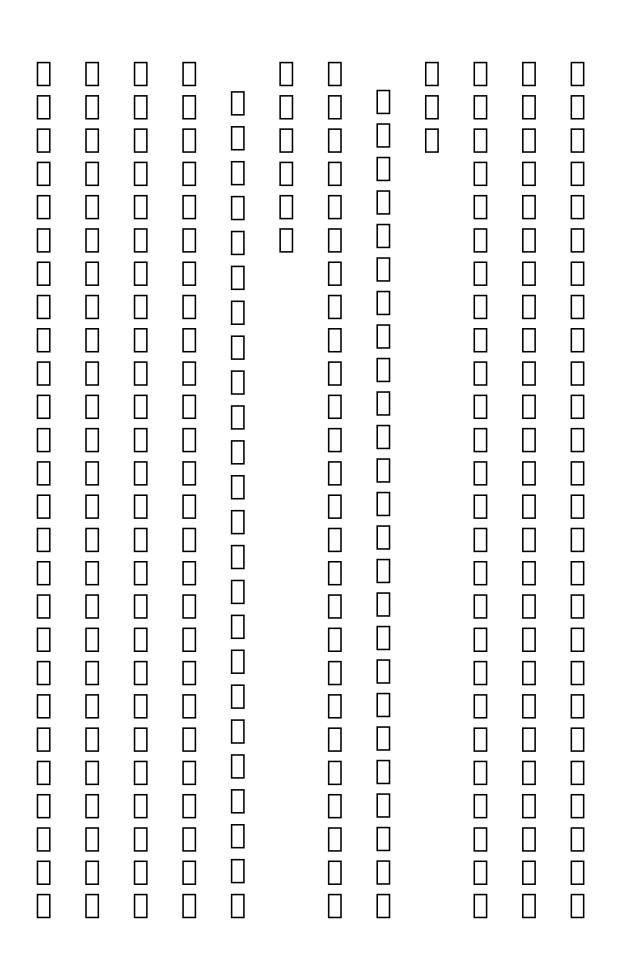


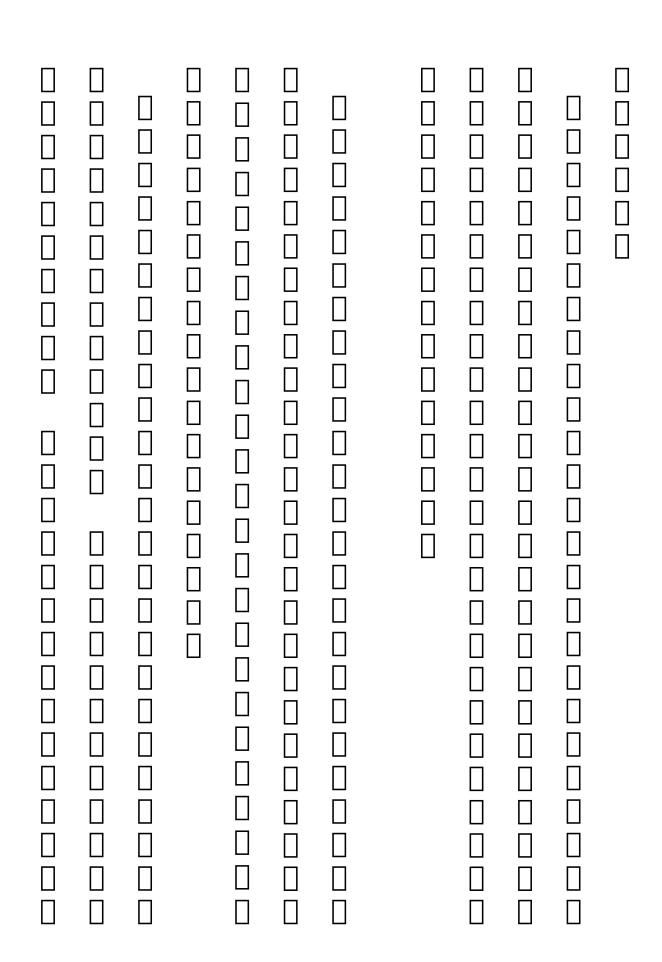


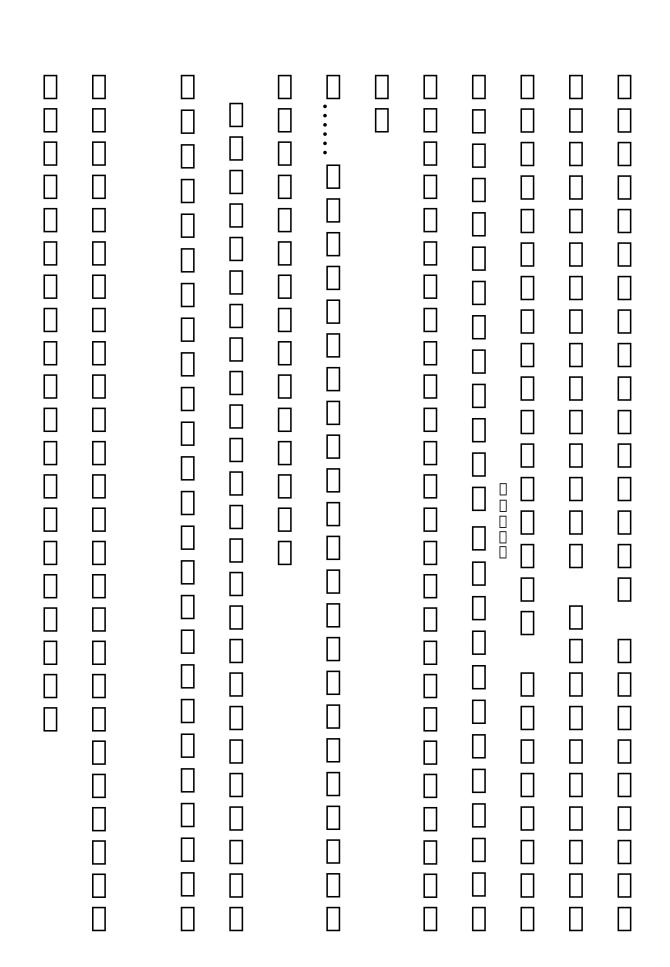


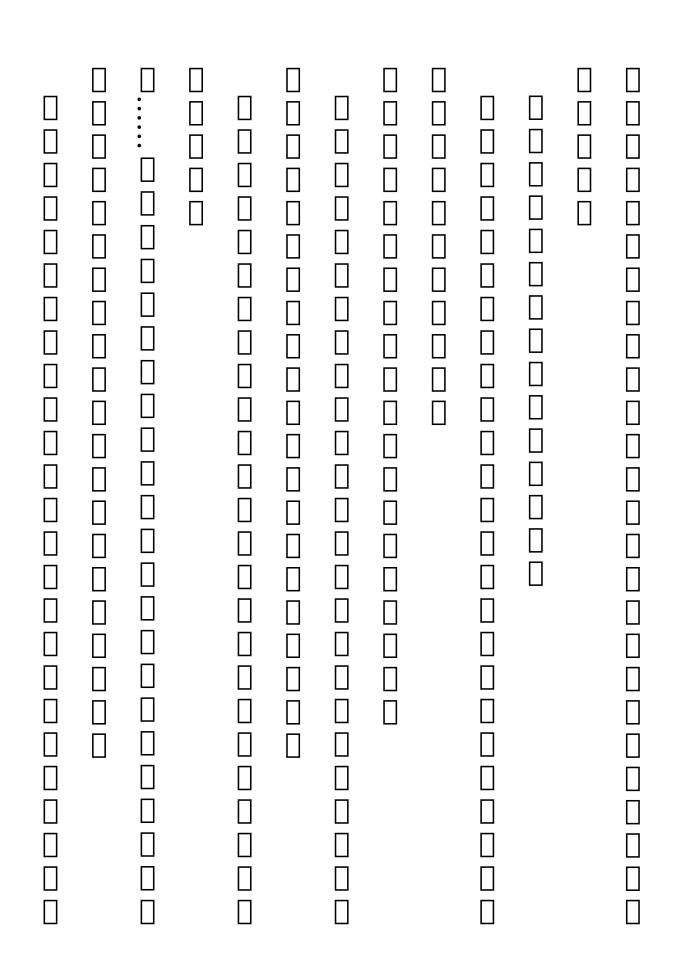
			$\Leftrightarrow \; \Leftrightarrow \; \Leftrightarrow$			

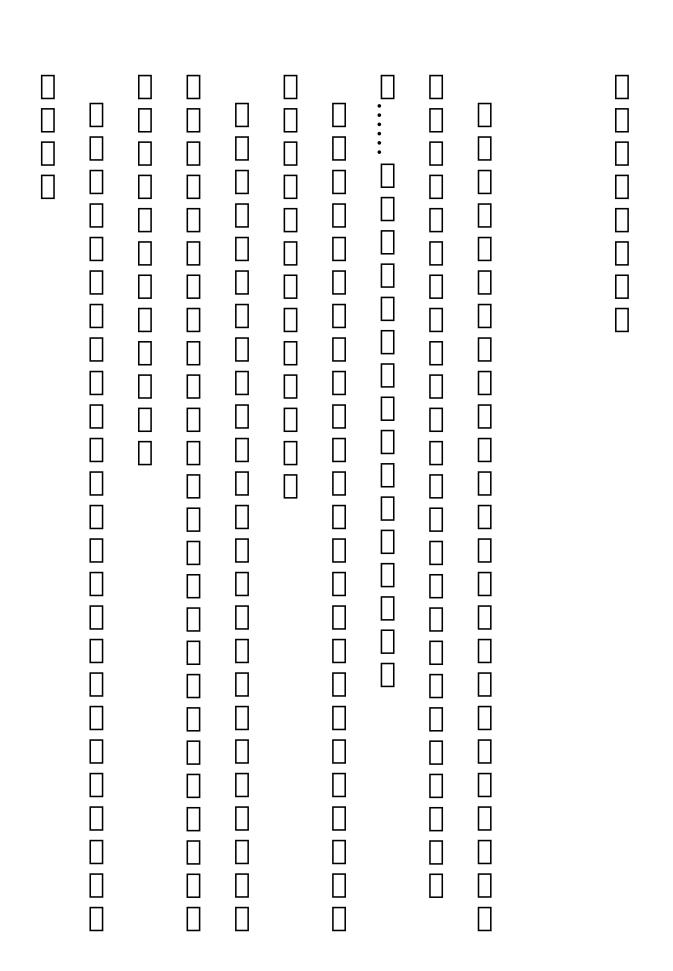


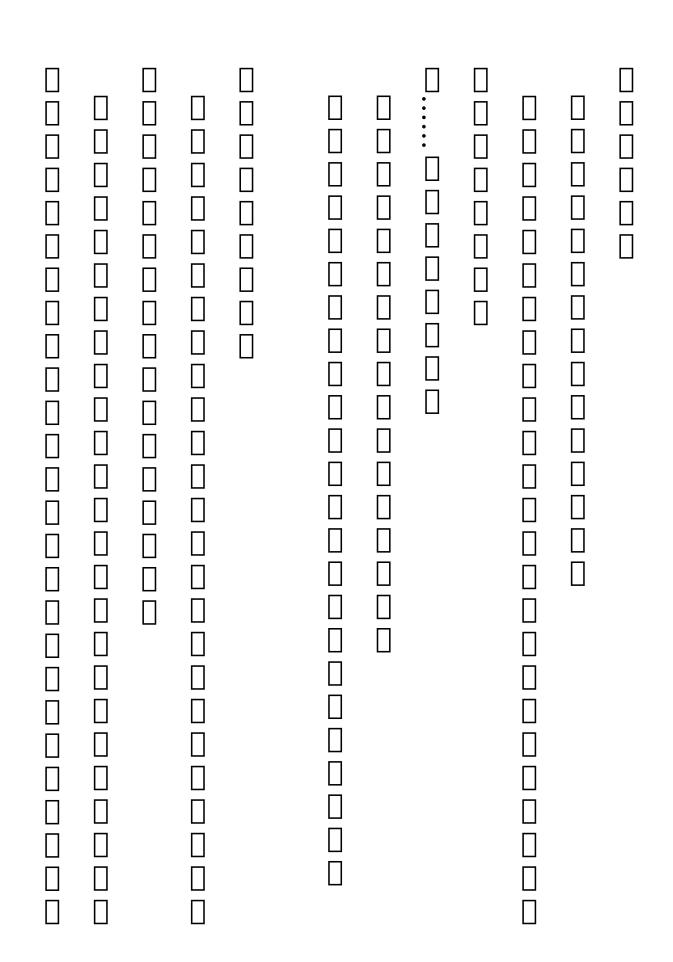


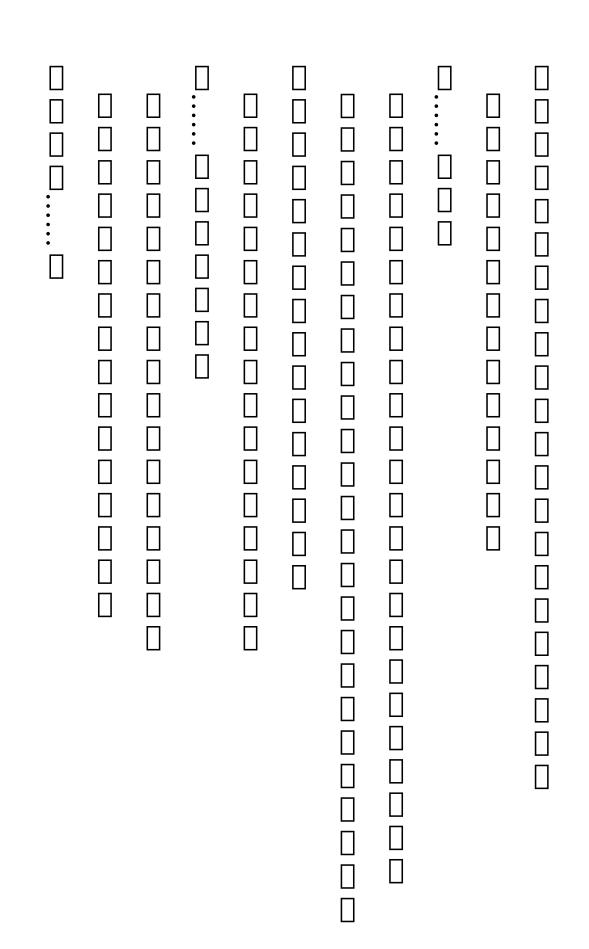


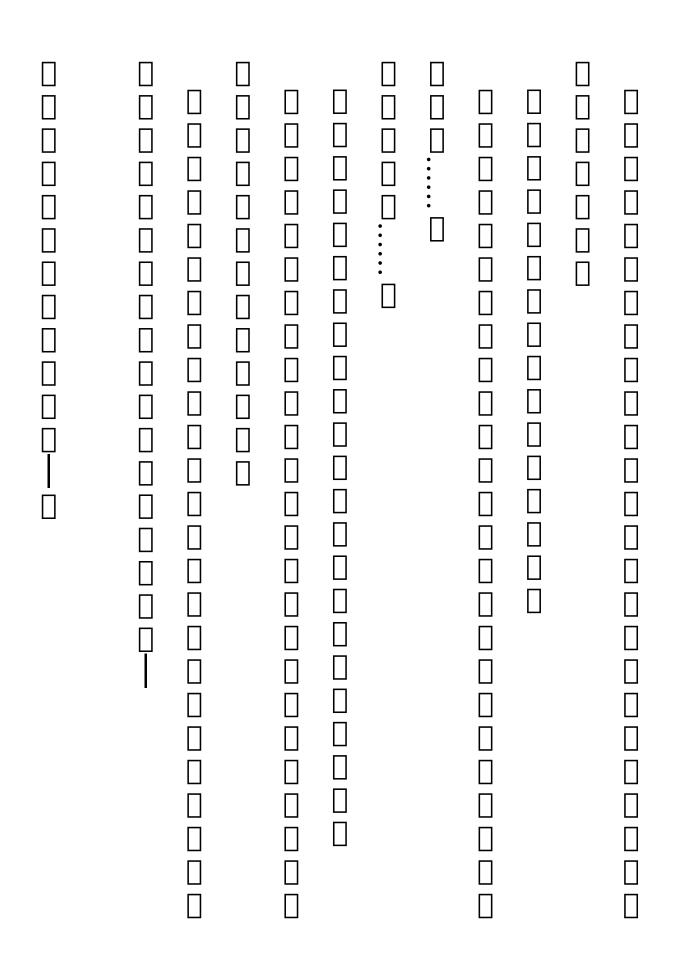




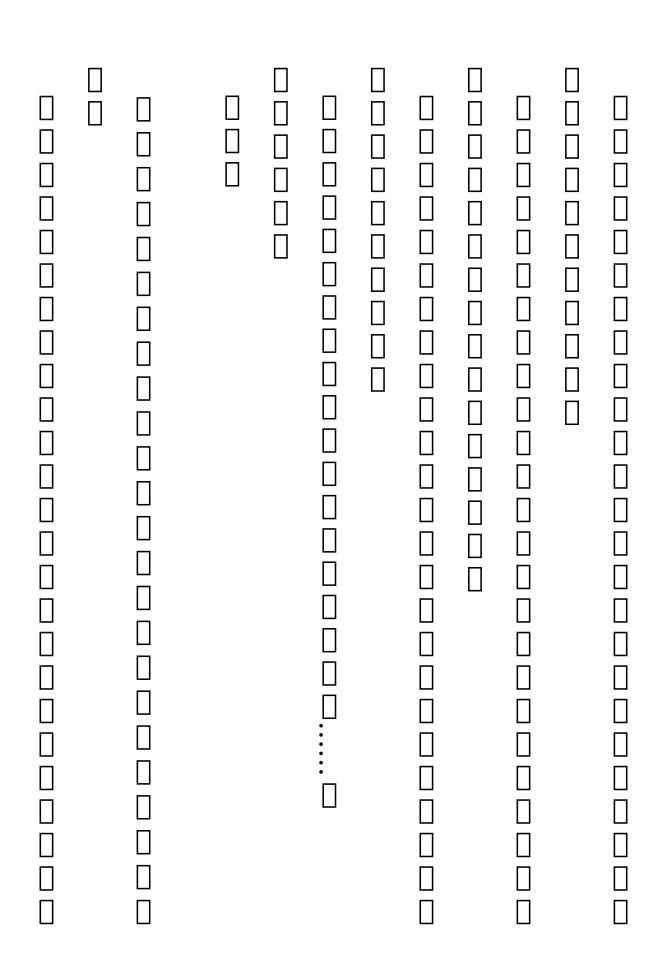




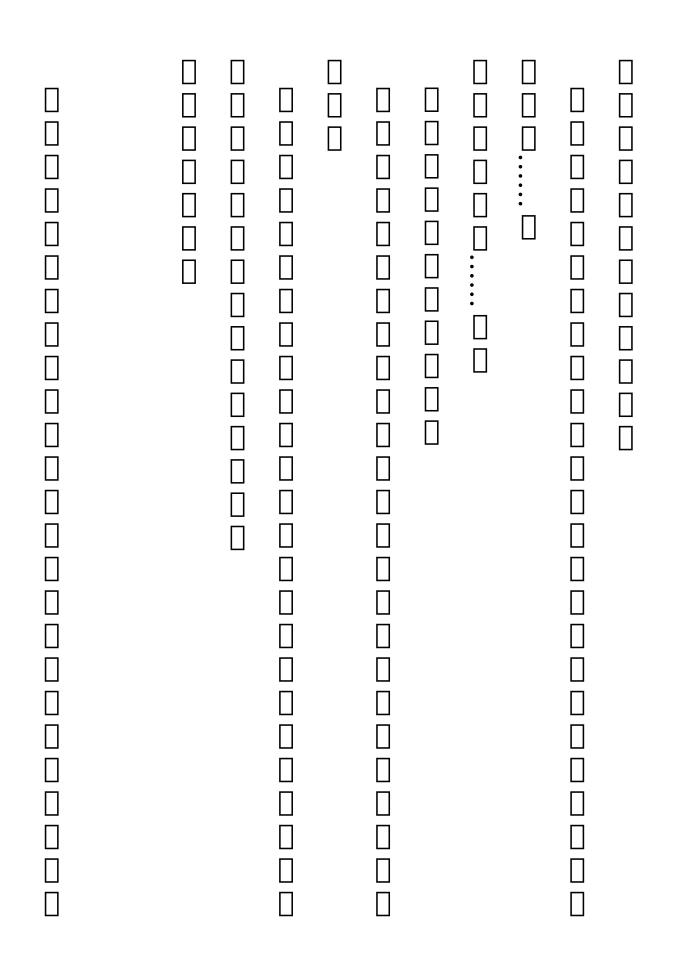




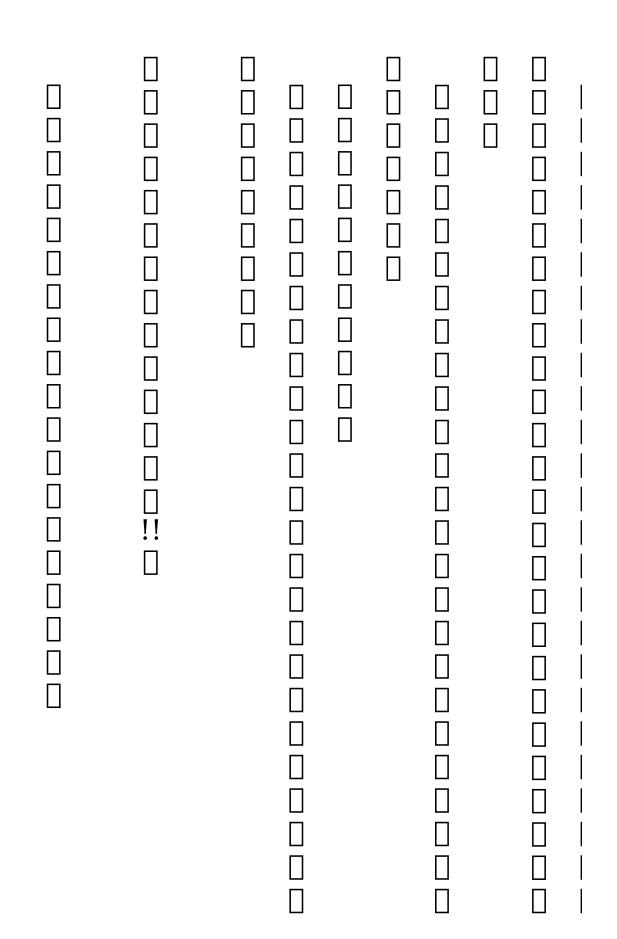
			$\Leftrightarrow \; \Leftrightarrow \; \Leftrightarrow$		

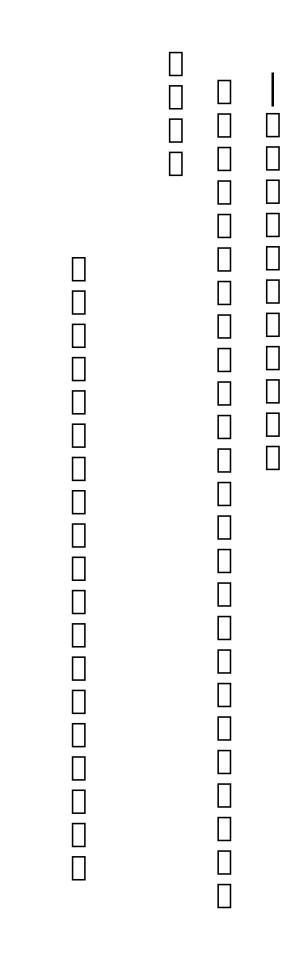


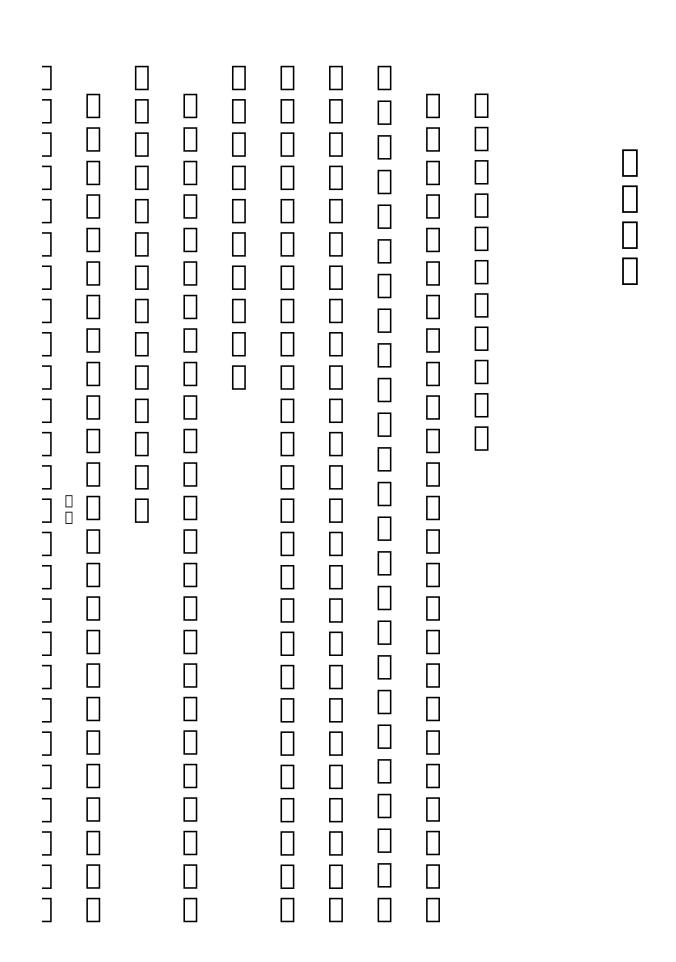
			Ц			_	

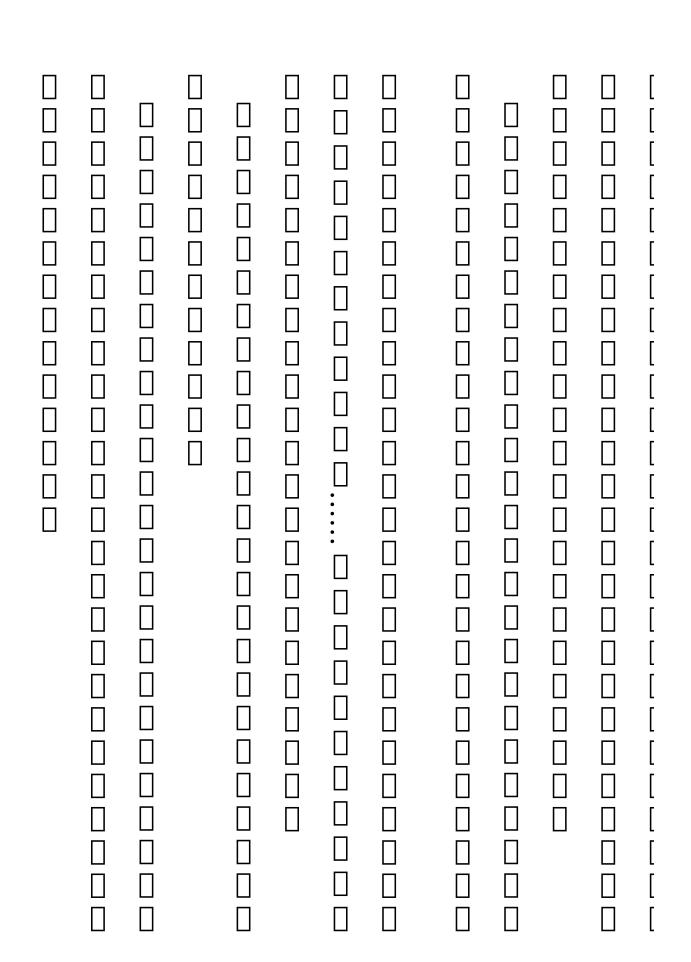


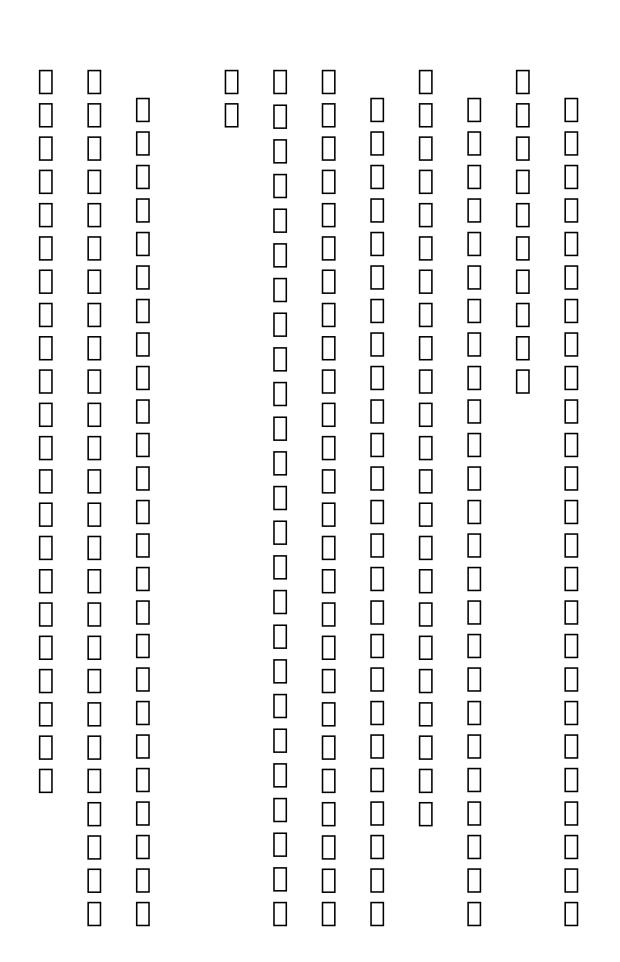
|--|--|--|--|--|--|--|--|--|--|--|--|--|

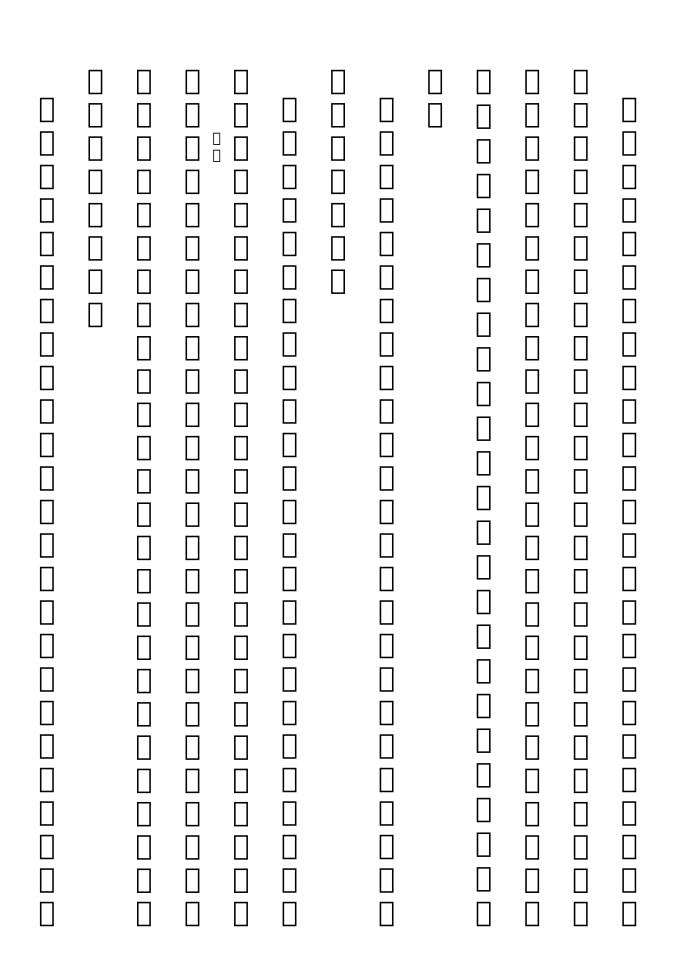


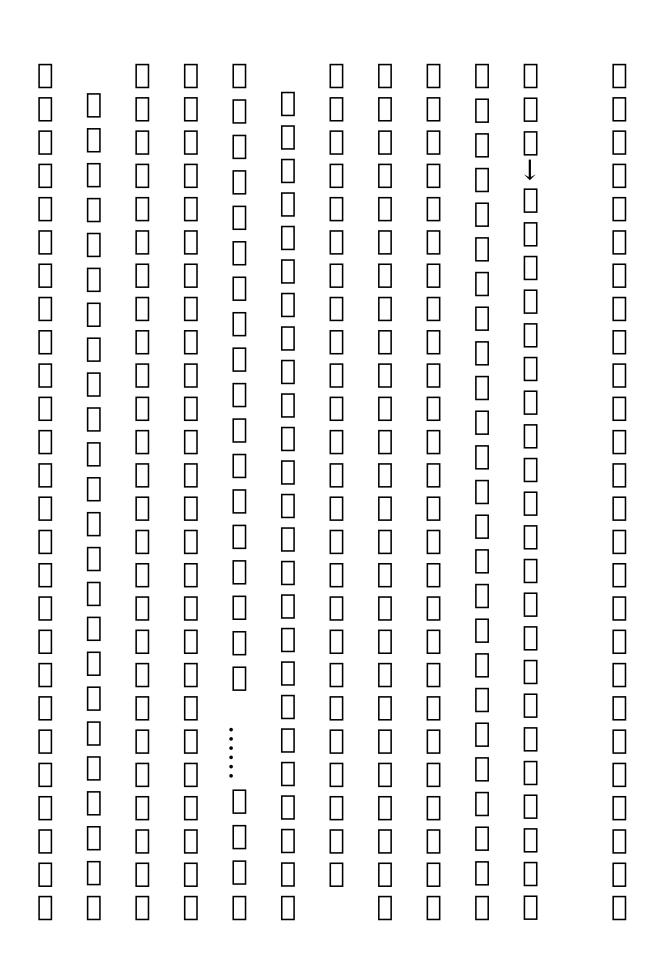


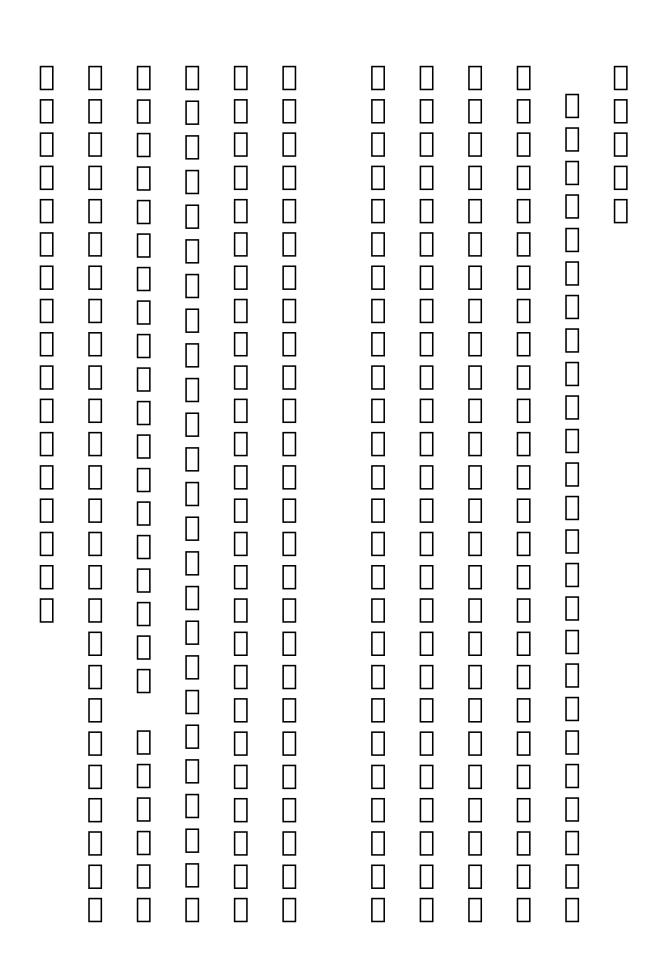


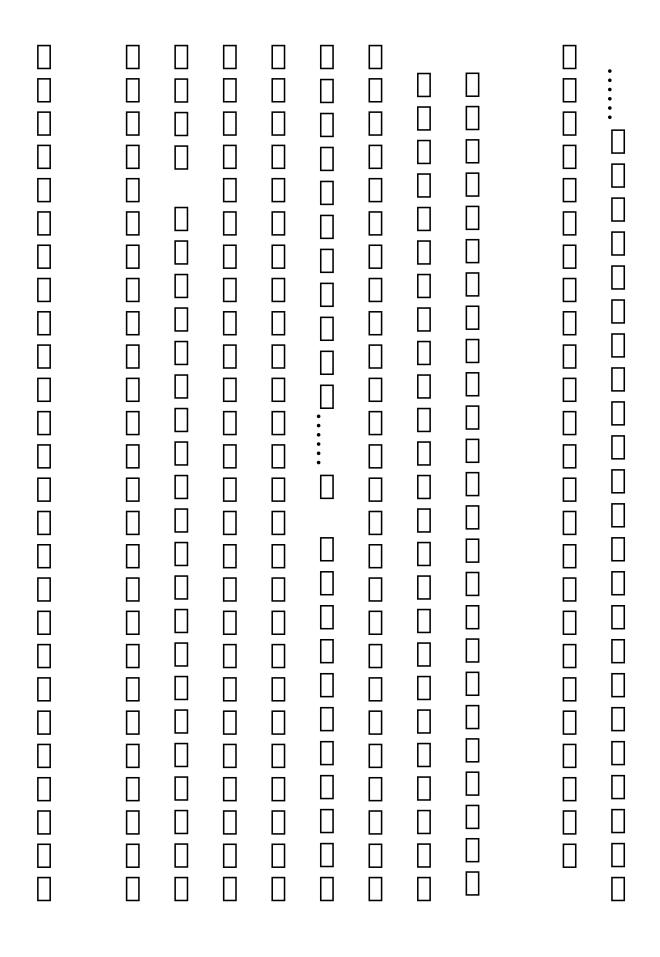


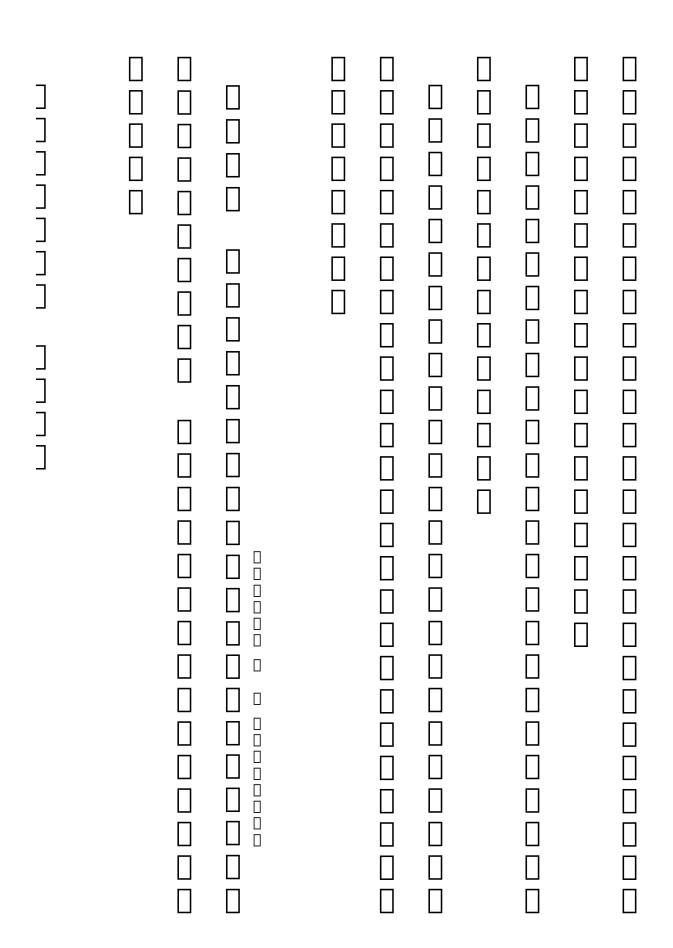
















$\mathcal{K}$
$\mathbb{X}$
H
$\sim$
)R
KS
_

000000000000000000000000000000000000
I am the only one who knows this world is a game.
2017[]4[]15[] [][]
©Usber 2014
2015_9_43
0570-060-555 12:00_17:00
http://www.kadokawa.co.jp/

